The

Technical Bulletins

of

Dianetics and Scientology

by

L. Ron Hubbard

FOUNDER OF DIANETICS AND SCIENTOLOGY

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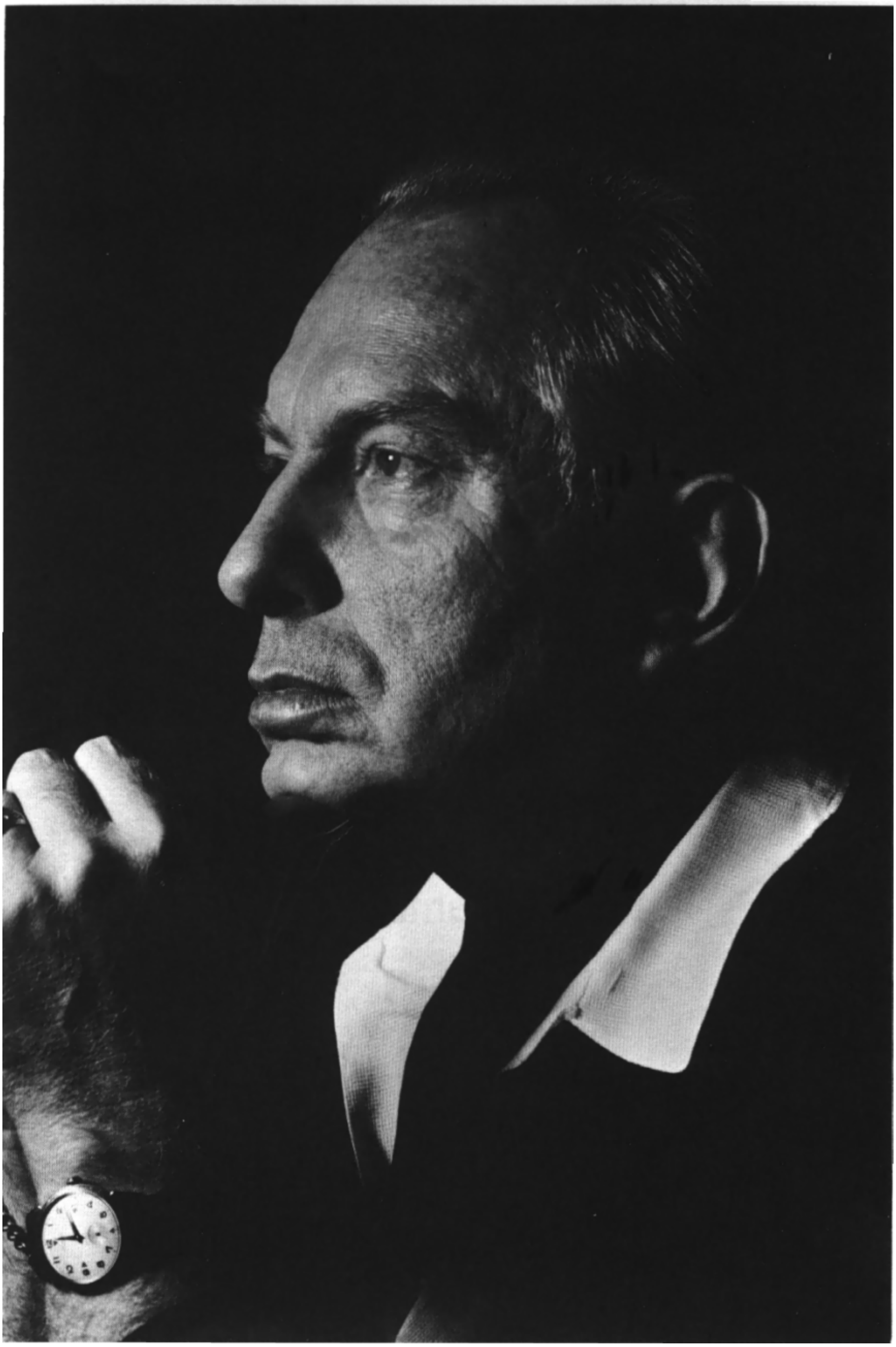
XIV

THE O.T. LEVELS

I will not always be here on guard.
The stars twinkle in the Milky Way
And the wind sighs for songs
Across the empty fields of a planet
A Galaxy away.

You won't always be here.
But before you go,
Whisper this to your sons
And their sons —
"The work was free.
Keep it so."

L. RON HUBBARD



L. RON HUBBARD
Founder of Dianetics and Scientology

CONTENTS

Contents

ORIGINAL
OT 1

OT 1 CHECKSHEET

1. Read HCO PL 17 January 1967 _______
2. Read Handwritten Instruction 21 July 1968 _______
3. Clear: Phenomena _______
   Flattened _______
   Overrun _______
   Cognition _______
4. Read Advance Courses General Issue 19 September 1967 _______
5. Read Advance Courses General Issue 16 October 1967 _______
6. Read Handwritten Instruction 21 July 1968R _______
7. Read the 13 step instructions _______
8. Demo each step _______
9. Have the Advanced Courses Supervisor check you out _______
10. Proceed with the Solo steps _______

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 SEPTEMBER 1966

Clearing Course
Students
O.T. Course
Students

CONFIDENTIAL

CLEAR AND O.T.

DEFINITION OF A CLEAR: A THETAN WHO CAN BE AT CAUSE KNOWINGLY AND AT WILL OVER MENTAL MATTER, ENERGY, SPACE AND TIME.

In clearing you move the Being up to where he is cause over mental MEST. A Clear has erased the matter, energy, space and time connected to the thing called MIND. He has been cleared of the MASS, PICTURES etc. It is a negative gain.

Clear occurs when he stops mocking up bank, or realizes he is doing it.

A Clear has perhaps not entirely lost the automaticity of mocking up mass. But at least he knows he is putting it there and practice increases his general reality.

A Clear may, at first, have a little trouble with thought. His “think” is quite powerful, and is not influenced by a bank, but may be influenced by his own past postulates. Thus he may run into difficulty with his own postulates in present time, his own past postulates and others present time postulates, especially when he has two or more postulates or similar magnitude opposing each other. At first his postulates will contain force, probably, and he may experience pain from these as a thetan.

A Clear will have considerable influence upon others around him. People whose ability to confront is not very high will begin to fall to pieces in the presence of a Clear. One mechanism of this is that the Clear tends to raise the people around him to a slightly higher level of confront, and they begin to confront their own mind, and this really shakes them up. This is particularly so of an S.P. who dares not look at his mind, because he knows that if he does he will go insane.

The E-Meter will read on a Clear on THOUGHT. It will read on postulate and assert. The Clear’s “think” influences the body, thus causing the meter to read.

DEFINITION OF AN OPERATING THETAN: A THETAN WHO CAN BE AT CAUSE KNOWINGLY AND AT WILL OVER THOUGHT, LIFE, MATTER, ENERGY, SPACE AND TIME, SUBJECTIVE AND OBJECTIVE.

After Clear, we are starting to move into “ Cause over thought and life”.

In PART ONE of the O.T. Course the Clear uses the same materials as are used on the Clearing Course, and runs any banks he did not complete before he went Clear. This activity is in the realm of thought. But it is these banks which brought the being down the “dwindling spiral” and we must be sure that they are never again going to have any effect on the Being. There are also positive gains to be had from this activity. The being is becoming more at cause over thought. He is on his way to Operating Thetan.

When a Clear moves up to cause over his own and other thought, life, Matter, Energy, Space and Time, he is an Operating Thetan.

The width between wog and Clear is very great. The width between Clear and OT is a bit wider.

LRH:fh
L. Ron Hubbard

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 17 JANUARY 1967

Remimeo
Franchise
FSM's
All Students
All Preclears
BPI

AN OPEN LETTER TO ALL CLEARS

You are Clear. Well done and congratulations.

This state has not previously been attained in this universe and we must all work towards getting more people - many more people - up to this level. Essentially, you are clear on the 1st dynamic and still have a lot of work in front of you to attain OT, which is to say the remaining dynamics, but nevertheless you will find you have many abilities hitherto undreamed of. An ethical code already exists for OT's so at the state of Clear one should not assume one has a license to do just whatever one will. You still have the remaining dynamics to go so don't use the abilities you have attained already to enslave others, or, indeed yourself.

With freedom comes responsibility and with responsibility comes the need to assess one's actions and to take only such actions as will do the greatest good over the greatest number of dynamics. So, the Policies of Scientology which have enabled you to reach the state of Clear still apply to all Clears. In fact they apply more because you have the reality of their value and the necessity of seeing that they are followed.

Those who have not yet attained Clear will be watching you with some awe, so you have the duty of setting an example of exemplary behavior in all aspects of your life. As a Clear you have no privileges beyond being declared Clear.

As a result, bigger responsibilities will be given and expected of you so you must be prepared to responsibly educate yourself where necessary so that you can do whatever is assigned to you in a proper manner in keeping with the main goals and aims of Scientology.

So for you there is no sitting down and resting on your laurels, no waiving of policy, no promiscuous 2nd dynamic activities, no improper assumption of power, control or influence or assuming that you automatically know best in every situation. It is a crime to invalidate the State of Clear - see to it that you don't do this in your conduct as a Clear, particularly as regards yourself. You still have the rest of your dynamics to go.

You have now become more than ever a part of a team. Obsessive individualism and a failure to organise were responsible for getting into the state we got into.

As soon as you have gone the rest of the way this will become abundantly plain.

I expect and need your help to carry out the broad mission of de-contaminating this area of the universe. If you wish to help, your first duty is to protect the repute of the state of Clear by exemplary conduct. Your second duty is to attain OT as soon as possible. Your third, if you wish to help, is to become part of the endeavour to clean up this sector of the universe and make it safe not only for ourselves but the billions of others who have been harmed.

As a Clear, you are welcomed and honoured. Don't do anything that will wear out your welcome or bring dishonour on yourself or upon other Clears.

Thank you for what you have done so far.

Thank you for what you will do in the future.

I know I can count on you.

L. Ron Hubbard
Founder

LRH:lrh

ADVANCED COURSES
GENERAL ISSUE

To: All Clearing and O.T. Course students

I M P O R T A N T

19 September 1967

FLOATING NEEDLES

Students are reminded that they must always note on there worksheet F/N and T.A. position when a floating needle occurs. This is an essential part of your admin. and it must be done.

TONY DUNLEAVY
A/Chief Supervisor of Advanced Courses

ADVANCED COURSES
G E N E R A L I S S U E

To: O.T. COURSE STUDENTS
Section I and II

16 October 1967

FLOATING NEEDLES

No great significance should be placed on floating needled on the O.T. Course. Advanced Courses General Issue of 19 September 1967 reminds you to note down when a floating (free) needle occurs, and you should do this. It is a part of standard admin at all levels.

This does not, however, alter any tech of the O.T. Course.

JANET GUILFORD

T/Chief Supervisor of Advanced Courses

Operating The Van
Section One

21 July 68

OT
Section One
Instructions

This section is done outside in the Open Air. It is done off a meter. But TA should be taken before and after doing the section. If the TA has gone high, a step has been (a) not flattened or (b) overrun. Find out on a meter which it is. Handle it.

It is not the intention of this section to exteriorise anyone but if it happens don't worry about it or fool around with the fact.

An auditors report is due for each session which can be one or more of these drills.

Pg 2 Instructions OT-I 21/7/68

A great many phenomena (strange things) can happen while doing these drills if they are done honestly.

Don't do a session on these drills if you have an ARC br, a w/h, a PTP, are PTS or are ill. Instead, go to Review first. Do these (and any others) OT Section sessions with rudiments in.

If one of these drills turns on a somatic, the drill should turn it off if continued.

GOOD LUCK

OT 1 21 July 68

(Cancels Earlier OT 1 Materials which were a Clearing Course Repeat)

1. Walk around and count bodies until you have a cognition. Make a report saying how many you counted + your cognition.

2. Note several large and several small female bodies until you have a cognition. Note it down

3. Note several large and several small male bodies until you have a cognition. Note it down.

4. Find a tight packed crowd of people, note it as a crowd, then as individuals until you have a cognition. Note it down. Do step over until you do.

R2 OT1 21/7/68

5. Seat yourself unobtrusively where you can observe a number of people. Spot things and people you are not. Do to cognition. Note it.

6. Seat yourself unobtrusively where you can observe a number of people. Spot things and people you can have. Do to Cognition. Note it.

7. Note some physical thing about yourself you don't like. Observing people, in them note that body part. Do to some change. Note it down.

8. Observing people, spot things that are not wrong with them. Do to Cognition. Note it.

9. Walk around and note someone walking toward you, then someone walking away, then someone walking toward you, etc. Do to Cognition. Note it down.

10. Walk around and note how people stick to the ground and their sense of weight. Do to Cognition. Note it down.

11. Spot importances in people while looking at them. Do to Cognition. Note it down.

12. Look into space and find places where there are no persons. Do to Cognition. Note it down.

13. Walk around and note where there are people. Do to Cognition. Note it down

End of OT I

NEW
OT 1

NEW OT 1 INSTRUCTIONS

0. Make a list of terminals who have had ARC Breaks, PTPs or have committed overts against you to Fly Ruds on them .

1. Assess the first terminal and if reading on ARCX then fly Rud to F/N.

   eg: Mother

   "Does (Mother) have an ARC Break with me?"

   If reading, then ARCU, CDEINR E/S to F/N, VGIs and no more reads.

2. Assess SAME terminal for PTP and if reading fly Rud to F/N.

   eg: Mother

   "Does (Mother) have a Present Time Problem with me?"

   If reading, then Itsa E/S Itsa to F/N VGIs and no more reads.

3. Assess SAME terminal for W/Hs and if reading fly Rud to F/N.

   eg: Mother

   "Does (Mother) have a Withhold from me?"

   If reading, then get What, When, All, Who to F/N, VGIs and no more reads.

Then take the NEXT terminal from your list and do 1 to 4 on IT.

Do this action until you have a big win, persistent F/N and cognition on doing the action.

Good Luck!

OT 2

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 6 SEPTEMBER 1972
ISSUE IV

AO's Only
OT 2 Students
Tech Secs AO's
D of T AO's
Adv Cses I/C
Adv Cse Super

OT 2 COURSE CHECKSHEET
CONFIDENTIAL

The materials contained on this checksheet include all the necessary data to audit yourself through Section II OT. The checksheet is divided into two sections:

1) Study of OT II data

   and

2) Auditing on OT II.

Upon completion of the Study Section, the student is routed to the Adv Cse D of P for the Auditing portion.

PREREQUISITES: OT I Completion.

STUDENT NAME:____________________ DATE STARTED:____________

ORGANIZATION:_____________________DATE COMPLETED:_________

POST:____________________________________

Course Length: This course should take no longer than 3 hours to complete. (Refer to Study Section).

Sequence: Study materials in checksheet order, starrates as marked. Do not go past a word you do not fully understand. Use a dictionary and for Scn terms use the Scn Abridged Dictionary and HCOB 23 Aug '65 "Abbrev and Symbols of Dn and Scn". All the materials are checked with M4.

Product: The product of this course is (a) A student who understands and can do OT II. (b) A PreOT who has attained OT II.

Certificate: Upon completion of the study section the auditor is given an OK to Audit for OT II and an OT II Certificate when the auditing is complete.

OT II CHECKSHEET
STUDY SECTION

1. HCO PL 7 Feb 65 Keeping Scientology Working ____________
2. HCO PL 17 Jun 70 Technical Degrades ____________
3. Instruction Sheet 24 Apr 67 OT Course Section II ____________
4. Additional Data Re Dates 20 Apr 68 ____________
5. CC Instruction Booklet (may be zero rated if you are certain of the procedure) ____________
6. Advanced Courses General Issue 28 Apr 67 Rev. 15 Aug 71 Confidential - The State of Clear. ____________
7. General Issue 19 Sep 67 Floating Needle ____________
8. General Issue 16 Oct 67 Floating Needles ____________

NOTE: If you have any uncertainties at this point about the procedure for running OT 2, then see your Supervisor and ask to review the Study Section of the CC Checksheet, with particular attention to the demos and drills.

ADDITIONS:

1. Glossary of Terms for Sec. II OT Cse ____________
2. Confidential State of Clear ____________
3. HCOB 30.7.80 Nature of a Being ____________
4. HCOB 5.12.79 Difference Between the Comm Cycle in Regular Auditing and Cycles of Action in Solo Auditing ____________
5. HCOB 27.12.65 Vitamins ____________
6. HCOB 4.11.80 Vitamin C ____________

I attest that I have completed all the requirements of this checksheet and I know and can apply the materials to Solo Audit on OT II.

________________________ (date) ________________________ (student)

I attest that this student knows and can apply the materials of this course to Solo Audit OT II.

________________________ (date) ________________________ (student)

AUDITING SECTION

You are now ready to report to the Adv Cse D of P to receive the OT II auditing materials and commence with your auditing.

Before beginning, your ruds will be flown by an Adv Cse Review Auditor.

You will be under the direct Supervision of the Adv Cse C/S and D of P while you are auditing yourself on OT II.   GOOD LUCK!

Student has completed the above auditing requirements and may attest to OT II.

______________________	______________________
(date)	(Adv Cse CaseSupervisor)

Student is awarded the OT II Certificate.

______________________	______________________
(date)	(C & A)

Compiled by Tech
Compilations PR &
Consumption Bureau
for
Training and
Services Aide
for
L. RON HUBBARD
FOUNDER

LRH:BL:RS:kjm:JK:YH

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East, Sussex

HCO POLICY LETTER OF 7 FEBRUARY 1965
REISSUED 27 AUGUST 1980

Remimeo
Sthil Students
Assn/Org Sec Hat
HCO Sec Hat
Case Sup Hat
Ds of P Hat
Ds of T Hat
Staff Member Hat
Franchise
(Issued May 1965)

(As the first issue in the Keeping Scientology Working Series)

Keeping Scientology Working Series 1

Note: Neglect of this Pol Ltr has caused great hardship on staffs, has cost countless millions and made it necessary in 1970 to engage in an all out international effort to restore basic Scientology over the world. Within 5 years after the issue of this PL with me off the lines, violation had almost destroyed orgs. “Quickie grades” entered in and denied gain to tens of thousands of cases. Therefore actions which neglect or violate this policy letter are HIGH CRIMES resulting in Comm Evs on ADMINISTRATORS and EXECUTIVES. It is not ‘ entirely a tech matter” as its neglect destroys orgs and caused a 2-year slump. IT IS THE BUSINESS OF EVERY STAFF MEMBER to enforce it.

SPECIAL MESSAGE

THE FOLLOWING POLICY LETTER MEANS WHAT IT SAYS.

IT WAS TRUE IN 1965 WHEN I WROTE IT. IT WAS TRUE IN 1970 WHEN I HAD IT REISSUED. I AM REISSUING IT NOW, IN 1980, TO AVOID AGAIN SLIPPING BACK INTO A PERIOD OF OMITTED AND QUICKIED FUNDAMENTAL GRADE CHART ACTIONS ON CASES, THEREBY DENYING GAINS AND THREATENING THE VIABILITY OF SCIENTOLOGY AND OF ORGS. SCIENTOLOGY WILL KEEP WORKING ONLY AS LONG AS YOU DO YOUR PART TO KEEP IT WORKING BY APPLYING THIS POLICY LETTER.

WHAT I SAY IN THESE PAGES HAS ALWAYS BEEN TRUE, IT HOLDS TRUE TODAY, IT WILL STILL HOLD TRUE IN THE YEAR 2000 AND IT WILL CONTINUE TO HOLD TRUE FROM THERE ON OUT.

NO MATTER WHERE YOU ARE IN SCIENTOLOGY, ON STAFF OR NOT, THIS POLICY LETTER HAS SOMETHING TO DO WITH YOU.

ALL LEVELS

KEEPING SCIENTOLOGY WORKING

HCO Sec or Communicator Hat Check
on all personnel and all new personnel
as taken on.

We have some time since passed the point of achieving uniformly workable technology.

The only thing now is getting the technology applied.

If you can't get the technology applied, then you can't deliver what's promised. It's as simple as that. If you can get the technology applied, you *can* deliver what's promised.

The only thing you can be upbraided for by students or pcs is "no results." Trouble spots occur only where there are "no results." Attacks from governments or monopolies occur only where there are "no results" or "bad results."

Therefore the road before Scientology is clear and its ultimate success is assured *if* the technology is applied.

So it is the task of the Assn or Org Sec, the HCO Sec, the Case Supervisor, the D of P, the D of T and all staff members to get the correct technology applied.

Getting the correct technology applied consists of

One: Having the correct technology.
Two: Knowing the technology.
Three: Knowing it is correct.
Four: Teaching correctly the correct technology.
Five: Applying the technology.
Six: Seeing that the technology is correctly applied.
Seven: Hammering out of existence incorrect technology.
Eight: Knocking out incorrect applications.
Nine: Closing the door on any possibility of incorrect technology.
Ten: Closing the door on incorrect application.

One above has been done.

Two has been achieved by many.

Three is achieved by the individual applying the correct technology in a proper manner and observing that it works that way.

Four is being done daily successfully in most parts of the world.

Five is consistently accomplished daily.

Six is achieved by instructors and supervisors consistently.

Seven is done by a few but is a weak point.

Eight is not worked on hard enough.

Nine is impeded by the "reasonable" attitude of the not quite bright.

Ten is seldom done with enough ferocity.

Seven, Eight, Nine and Ten are the only places Scientology can bog down in any area.

The reasons for this are not hard to find. (a) A weak certainty that it works in Three above can lead to weakness in Seven, Eight, Nine and Ten. (b) Further, the not-too-bright have a bad point on the button Self-Importance. (c) The lower the IQ, the more the individual is shut off from the fruits of observation. (d) The service facs of people make them defend themselves against anything they confront good or bad and seek to make it wrong. (e) The bank seeks to knock out the good and perpetuate the bad.

Thus we as Scientologists and as an organization must be very alert to Seven, Eight, Nine and Ten.

In all the years I have been engaged in research, I have kept my comm lines wide open for research data. I once had the idea that a group could evolve truth. A third of a century has thoroughly disabused me of that idea. Willing as I was to accept suggestions and data, only a handful of suggestions (less than twenty) had long-run value and *none* were major or basic; and when I did accept major or basic suggestions and used them, we went astray and I repented and eventually had to "eat crow."

On the other hand there have been thousands and thousands of suggestions and writings which, if accepted and acted upon, would have resulted in the complete destruction of all our work as well as the sanity of pcs. So 1 know what a group of people will do and how insane they will go in accepting unworkable "technology." By actual record the percentages are about twenty to 100,000 that a group of human beings will dream up bad technology to destroy good technology. As we could have gotten along without suggestions, then, we had better steel ourselves to continue to do so now that we have made it. This point will, of course, be attacked as "unpopular," "egotistical" and "undemocratic." It very well may be. But it is also a survival point. And I don't see that popular measures, self-abnegation and democracy have done anything for Man but push him further into the mud. Currently, popularity endorses degraded novels, self-abnegation has filled the Southeast Asian jungles with stone idols and corpses, and democracy has given us inflation and income tax.

Our technology has not been discovered by a group. True, if the group had not supported me in many ways, I could not have discovered it either. But it remains that if in its formative stages it was not discovered by a group, then group efforts, one can safely assume, will not add to it or successfully alter it in the future. I can only say this now that it is done. There remains, of course, group tabulation or coordination of what has been done, which will be valuable—only so long as it does not seek to alter basic principles and successful applications.

The contributions that were worthwhile in this period of forming the technology were help in the form of friendship, of defense, of organization, of dissemination, of application, of advices on results and of finance. These were great contributions and were, and are, appreciated. Many thousands contributed in this way and made us what we are.

Discovery contribution was not however part of the broad picture.

We will not speculate here on why this was so or how I came to rise above the bank. We are dealing only in facts and the above is a fact—-the group left to its own devices would not have evolved Scientology but with wild dramatizations of the bank called "new ideas" would have wiped it out. Supporting this is the fact that Man has never before evolved workable mental technology and emphasizing it is the vicious technology he *did* evolve—psychiatry, psychology, surgery, shock treatment, whips, duress, punishment, etc., ad infinitum.

So realize that we have climbed out of the mud by whatever good luck and good sense, and *refuse* to sink back into it again. See that Seven, Eight, Nine and Ten above are ruthlessly followed and we will never be stopped. Relax them, get reasonable about it and we will perish.

So far, while keeping myself in complete communication with all suggestions, I have not failed on Seven, Eight, Nine and Ten in areas I could supervise closely. But it's not good enough for just myself and a few others to work at this.

Whenever this control as per Seven, Eight, Nine and Ten has been relaxed, the whole organizational area has failed. Witness Elizabeth, N.J.; Wichita; the early organizations and groups. They crashed only because I no longer did Seven, Eight, Nine and Ten. Then, when they were all messed up, you saw the obvious "reasons" for failure. But ahead of that they ceased to deliver and *that* involved them in other reasons.

The common denominator of a group is the reactive bank. Thetans without banks have different responses. They only have their banks in common. They agree then only on bank principles. Person to person the bank is identical. So constructive ideas are *individual* and seldom get broad agreement in a human group. An individual must rise *above* an avid craving for agreement from a humanoid group to get anything decent done. The bank-agreement has been what has made Earth a Hell—and if you were looking for Hell and found Earth, it would certainly serve. War, famine, agony and disease has been the lot of Man. Right now the great governments of Earth have developed the means of frying every man, woman and child on the planet. That is bank. That is the result of Collective Thought Agreement.

The decent, pleasant things on this planet come from *individual* actions and ideas that have somehow gotten by the Group Idea. For that matter, look how we ourselves are attacked by "public opinion" media. Yet there is no more ethical group on this planet than ourselves.

Thus each one of us can rise above the domination of the bank and then, as a group of freed beings, achieve freedom and reason. It is only the aberrated group, the mob, that is destructive.

When you don't do Seven, Eight, Nine and Ten actively, you are working for the bank-dominated mob. For it will surely, surely (a) introduce incorrect technology and swear by it, (b) apply technology as incorrectly as possible, (c) open the door to any destructive idea, and (d) encourage incorrect application.

It's the bank that says the group is all and the individual nothing. It's the bank that says we must fail.

So just don't play that game. Do Seven, Eight, Nine and Ten and you will knock out of your road all the future thorns.

Here's an actual example in which a senior executive had to interfere because of a pc spin: A Case Supervisor told Instructor A to have Auditor B run Process X on Preclear C. Auditor B afterwards told Instructor A that "It didn't work." Instructor A was weak on Three above and didn't really believe in Seven, Eight, Nine and Ten. So Instructor A told the Case Supervisor, "Process X didn't work on Preclear C." Now *this* strikes directly at each of One to Six above in Preclear C, Auditor B, Instructor A *and* the Case Supervisor. It opens the door to the introduction of "new technology" and to failure.

What happened here? Instructor A didn't jump down Auditor B's throat, that's all that happened. This is what he *should* have done: Grabbed the Auditor's Report and looked it over. When a higher executive on this case did so, she found what the Case Supervisor and the rest missed: That Process X *increased* Preclear C's TA to 25 TA divisions for the session but that near session end Auditor B Q'd and A'd with a cognition and abandoned Process X while it still gave high TA and went off running one of Auditor B's own manufacture, which nearly spun Preclear C. Auditor B's IQ on examination turned out to be about 75. Instructor A was found to have huge ideas of how you must never invalidate anyone, even a lunatic. The Case Supervisor was found to be "too busy with admin to have any time for actual cases."

All right, there's an all too typical example. The *Instructor* should have done Seven, Eight, Nine and Ten. This would have begun this way. Auditor B: "That process X didn't work." Instructor A: "What exactly did you do wrong?" Instant attack. "Where's your Auditor's Report for the session? Good. Look here, you were getting a lot of TA when you stopped Process X. What did you do?" Then the pc wouldn't have come close to a spin and all four of these would have retained their certainty.

In a year, I had four instances in *one* small group where the correct process recommended was reported not to have worked. But on review found that each one had (a) increased the TA, (b) had been abandoned, and (c) had been falsely reported as unworkable. Also, despite this abuse, in each of these four cases the recommended, correct process cracked the case. Yet they were reported as *not having worked!*

Similar examples exist in instruction and these are all the more deadly as every time instruction in correct technology is flubbed, then the resulting error, uncorrected in the auditor, is perpetuated on every pc that auditor audits thereafter. So Seven, Eight, Nine and Ten are even more important in a course than in supervision of cases.

Here's an example: A rave recommendation is given a graduating student "because he gets more TA on pcs than any other student on the course!" Figures of 435 TA divisions a session are reported. "Of course his Model Session is poor but it's just a knack he has" is also included in the recommendation. A careful review is undertaken because *nobody* at Levels O to IV is going to get that much TA on pcs. It is found that this student was never taught to read an E-Meter TA dial! And no instructor observed his handling of a meter and it was not discovered that he "overcompensated" nervously, swinging the TA 2 or 3 divisions beyond where it needed to go to place the needle at "set." So everyone was about to throw away standard processes and Model Session because this one student "got such remarkable TA." They only read the reports and listened to the brags and never *looked* at this student. The pcs in actual fact were making slightly less than average gain, impeded by a rough Model Session and misworded processes. Thus, what was making the pcs win

(actual Scientology) was hidden under a lot of departures and errors.

I recall one student who was squirreling on an Academy course and running a lot of offbeat whole track on other students after course hours. The Academy students were in a state of electrification on all these new experiences and weren't quickly brought under control, and the student himself never was given the works on Seven, Eight, Nine and Ten so they stuck. Subsequently, this student prevented another squirrel from being straightened out and his wife died of cancer resulting from physical abuse. A hard, tough instructor at that moment could have salvaged two squirrels and saved the life of a girl. *BUT* no, students had a right to do whatever they pleased.

Squirreling (going off into weird practices or altering Scientology) only comes about from noncomprehension. Usually the noncomprehension is not of Scientology but some earlier contact with an offbeat humanoid practice which in its turn was not understood.

When people can't get results from *what they think is* standard practice, they can be counted upon to squirrel to some degree. The most trouble in the past two years came from orgs where an executive in each *could not* assimilate straight Scientology. Under instruction in Scientology, they were unable to define terms or demonstrate examples of principles. And the orgs where they were got into plenty of trouble. And worse, it could not be straightened out easily because neither one of these people could or would duplicate instructions. Hence, a debacle resulted in two places, directly traced to failures of instruction earlier. So proper instruction is vital. The D of T and his instructors and all Scientology instructors must be merciless in getting Four, Seven, Eight, Nine and Ten into effective action. That one student, dumb and impossible though he may seem and of no use to anyone, may yet some day be the cause of untold upset because nobody was interested enough to make *sure* Scientology got home to him.

With what we know now, there is no student we enroll who cannot be properly trained. As an instructor, one should be very alert to slow progress and should turn the sluggards inside out personally. No *system* will do it, only you or me with our sleeves rolled up can crack the back of bad studenting and we can only do it on an individual student, never on a whole class only. He's slow = something is awful wrong. Take fast action to correct it. Don't wait until next week. By then he's got other messes stuck to him. If you can't graduate them with their good sense appealed to and wisdom shining, graduate them in such a state of shock they'll have nightmares if they contemplate squirreling. Then experience will gradually bring about Three in them and they'll *know* better than to chase butterflies when they should be auditing.

When somebody enrolls, consider he or she has joined up for the duration of the universe—never permit an "open-minded" approach. If they're going to quit, let them quit fast. If they enrolled, they're aboard; and if they're aboard, they're here on the same terms as the rest of us—win or die in the attempt. Never let them be half-minded about being Scientologists. The finest organizations in history have been tough, dedicated organizations. Not one namby-pamby bunch of panty-waist dilettantes have ever made anything. It's a tough universe. The social veneer makes it seem mild. But only the tigers survive—and even *they* have a hard time. We'll survive because we are tough and are dedicated. When we *do* instruct somebody properly, he becomes more and more tiger. When we instruct half-mindedly and are afraid to offend, scared to enforce, we don't make students into good Scientologists and that lets everybody down. When Mrs. Pattycake comes to us to be taught, turn that wandering doubt in her eye into a fixed,

dedicated glare and she'll win and we'll all win. Humor her and we all die a little. The proper instruction attitude is, "You're here so you're a Scientologist. Now we're going to make you into an expert auditor no matter what happens. We'd rather have you dead than incapable."

Fit that into the economics of the situation and lack of adequate time and you see the cross we have to bear.

But we won't have to bear it forever. The bigger we get, the more economics and time we will have to do our job. And the only things which can prevent us from getting that big fast are areas in from One to Ten. Keep those in mind and we'll be able to grow. Fast. And as we grow, our shackles will be less and less. Failing to keep One to Ten will make us grow less.

So the ogre which might eat us up is not the government or the High Priests. It's our possible failure to retain and practice our technology.

An Instructor or Supervisor or Executive *must* challenge with ferocity instances of "unworkability." They must uncover what *did* happen, what *was* run and what *was* done or not done.

If you have One and Two, you can only acquire Three for all by making sure of all the rest.

We're not playing some minor game in Scientology. It isn't cute or something to do for lack of something better.

The whole agonized future of this planet, every Man, Woman and Child on it, and your own destiny for the next endless trillions of years depend on what you do here and now with and in Scientology.

This is a deadly serious activity. And if we miss getting out of the trap now, we may never again have another chance.

Remember, this is our first chance to do so in all the endless trillions of years of the past. Don't muff it now because it seems unpleasant or unsocial to do Seven. Eight. Nine and Ten.

Do them and we'll win.

L. RON HUBBARD
Founder

LRH:jw.rr.nt.ka.mes.rd.bk.gm

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East, Sussex

HCO POLICY LETTER OF 17 JUNE 1970RA
REISSUED 30 AUGUST 1980
as part of KSW Series
RE-REVISED 27 APRIL 1981

Remimeo
Applies to
all SHs and
Academies
HGCs
Franchises

(Re-revised to update High Crime #3)

Keeping Scientology Working Series 5

URGENT AND IMPORTANT

TECHNICAL DEGRADES

(This PL and HCO PL Feb 7, 1965
must be made part of every study
pack as the first items and must
be listed on checksheets.)

Any checksheet in use or in stock which carries on it any degrading statement must be destroyed and issued without qualifying statements.

Example: Level 0 to IV Checksheets SH carry "A. Background Material - This section is included as an historical background, but has much interest and value to the student. Most of the processes are no longer used, having been replaced by more modern technology. The student is only required to read this material and ensure he leaves no misunderstood." This heading covers such vital things as TRs, Op Pro by Dup! The statement is a falsehood.

These checksheets were not approved by myself, all the material of the Academy and SH courses IS in use.

Such actions as this gave us "Quickie Grades," ARC Broke the field and downgraded the Academy and SH Courses.

A condition of TREASON or cancellation of certificates or dismissal and a full investigation of the background of any person found guilty, will be activated in the case of anyone committing the following HIGH CRIMES.

1. Abbreviating an official Course in Dianetics and Scientology so as to lose the full theory processes and effectiveness of the subjects.

2. Adding comments to checksheets or instructions labeling any material "background" or "not used now" or "old" or any similar action which will result in the student not knowing, using and applying the data in which he is being trained.

3. Employing after 1 Sept 70 any checksheet for any course not written by myself or authorized by the Authority, Verification and Correction Unit International and accepted by the Board of Directors.

   Checksheets for Dept 17 Courses have their own approval lines as issued in HCO PL 2 Jan 80R Rev. 31 Dec 80 DEPARTMENT 17 COURSE CHECKSHEETS APPROVAL LINE.

4. Failing to strike from any checksheet remaining in use meanwhile any such comments as "historical," "background," "not used," "old," etc. or VERBALLY STATING IT TO STUDENTS.

5. Permitting a pc to attest to more than one grade at a time on the pc's own determinism without hint or evaluation.

6. Running only one process for a lower grade between 0 to IV, where the grade EP has not been attained.

7. Failing to use all processes for a level where the EP has not been attained.

8. Boasting as to speed of delivery in a session, such as "I put in Grade Zero in 3 minutes." Etc.

9. Shortening time of application of auditing for financial or labor saving considerations.

10. Acting in any way calculated to lose the technology of Dianetics and Scientology to use or impede its use or shorten its materials or its application.

REASON: The effort to get students through courses and get pcs processed in orgs was considered best handled by reducing materials or deleting processes from grades. The pressure exerted to speed up student completion's and auditing completion's was mistakenly answered by just not delivering.

The correct way to speed up a student's progress is by using 2 way comm and applying the study materials to students.

The best way to really handle pcs is to ensure they make each level fully before going on to the next and repairing them when they do not.

The puzzle of the decline of the entire Scientology network in the late 60s is entirely answered by the actions taken to shorten time in study and in processing by deleting materials and actions.

Reinstituting full use and delivery of Dianetics and Scientology is the answer to any recovery.

The product of an org is well taught students and thoroughly audited pcs. When the product vanishes, so does the org. The orgs must survive for the sake of this planet.

L. RON HUBBARD
FOUNDER

Revised by CS-4/5
Approved by

L. RON HUBBARD
FOUNDER

Accepted by the

BOARD OF DIRECTORS
of the
CHURCH OF SCIENTOLOGY
of CALIFORNIA

BDCSC:LRH:SK:JE:nt:rd:lf:dr:bk

O.T. COURSE - SECTION TWO

24th April, 1967

(Note: These instructions are additional to those contained in the Clearing Course Instruction Booklet. All the rules for running and Admin. Instructions contained in that Booklet apply equally to the running of O.T. Section II materials. Read and study the Booklet again as well as these instructions and know them before doing any auditing.)

INSTRUCTIONS

There are 10 complete whole track tables.

But only 1 of each kind of GPM in each table. This is a complete "Run" or set (1 of each kind).

The sets belong to different entities. One finds the earliest set and runs it with care to stay in that set. Then one finds the next earliest set and so on for ten sets. Just as in running the CC GPMs.

The Electrical is the earliest in the run (set).

WHOLE TRACK TABLE

Set One

ELECTRICAL GPM
TOCKY GPM
BIG BEING GPM
HOUSE GPM
PSYCHO GPM
BANKY GPM
FORERUNNER GPM
* THE ARROW
* DOUBLE ROD
* WOMAN
* WHITE BLACK SPHERE
* HOT COLD
* LAUGHTER - CALM
* DANCE MOB
BASIC-BASIC GPM
BASIC GPM
THE COMMAND GPM
LOWER LP GPM
LP GPM
BODY GPM
LOWER BANK

Same for 10 sets.

*	NOTE: There is no line plot for THE ARROW, DOUBLE ROD, WOMAN, WHITE BLACK SPHERE, HOT COLD, LAUGHTER-CALM, and DANCE MOB. You will be issued a brief description of each of these in your materials. They should be run when you come to them.

When ALL AVAILABLE charge is off the Whole Track Table GPMS, the student has completed Section II of the O.T. Course.

You must NOT :

1. Run <u>any</u> bomb incidents.
2. Tamper with any "past lives".
3. Work around with the question of identity.
4. Scout or fool around with your case.
5. Look for or handle pictures.
6. Look for or try to plot "new GPMs".
7. Do any dating.

Just run the materials given. Do a List 7, but no "assists" on self or any solo auditing other than given in the materials or List 7 amended. To do any of the above seven can be fatal. We can only get you through safely and well if you follow explicit orders.

NEVER PROCEED PAST A NON-READING ITEM. To do so can be very deadly. Apply the rules for running as given in the Clearing Course booklet to get an item reading properly. A non-reading item means an error has been made earlier and must be straightened up. Or something is suppressing or occluding.

Janet Guilford
Tech Sec
Advanced Org
for L. RON HUBBARD

LRH : jz

20th April, 1968.

ADDITIONAL DATA RE: DATES ... SECTION II OT COURSE

The dates on the track table of Section II are asserted dates and are part of the Implant. The actual date is 75 million years ago.

L.RON HUBBARD
FOUNDER

LRH:aap:do

****
* CLEARING COURSE *
* *
* INSTRUCTION BOOKLET *
* *
****

READ, STUDY AND KNOW THESE INSTRUCTIONS BEFORE DOING ANY AUDITING.

CLEARING COURSE INSTRUCTION BOOKLET

MECHANICS OF THE BANK

Anything in the bank that occurs several times will not erase unless it's the earliest time it occurred. This is known as the basic on the "chain". A number of similar things, early to late in different points of time make a chain.

When you have the earliest erased, the rest erases easily. However, when the earliest one is erased the next to last is the new "basic" and must be erased in it's turn. And so on. As this goes on, the items of the chain eventually begin to "blow" (erase) very easily.

Therefore, if Items cease to erase easily, you have not properly handled the Item just before it. And may not have handled the same item in the earlier run.

Even if you get reads out of a later run than the one you are supposed to be in, you will find the later one still reads when you get to it properly and will then erase nicely.

The real sneaker in the R6 bank is "the person himself at the time". This we call "the thetan" in the Item. Each Item has an impression of the being as he was at the moment of the item long ago. If one does not spot this each time, it will not erase and mass builds up as we go along. This means look at or locate yourself as a thetan at the time of the incident. It is not the light. It is right where you are in the auditing chair, but of course, ages past. Spot means "glance at". q = Greek letter theta. q^n is a trick way of saying theta-n. If, as you read this, you can glance at the wall, you can spot. It reads well.

One then has to get the earliest moment of one's own beingness in the bank and "spot" it.

Then one has to spot it for each Item one runs.

One "spots the thetan" and the Item or (in the Objects) the Items, at the same time. This is a bit of a trick. It is "simultaneous spotting". Spotting the thetan in a called (verbal) Item can be done at the same time as the Item is called.

Ordinarily, one calls or spots the Item a few times and then also calls and spots the thetan.

The thetan can also then be spotted without calling or spotting the item.

The right way is the way you get the most reads.

Soon one begins to be expert at it, but then one must be expert at it with Item 1, Part 1, Run 1 or it builds up.

One had a tiny bit of mass on him right at the start, as he was protesting. This is (slight as it is) enough to tie down the chain by leaving it with a basic. So "spot the thetan" each time. Spotting the environment at the time is also possible.

DURATION OF AUDITING

Find a quiet place in which to audit. Audit an hour or two at a time, preferable the same time each day. A day you don't audit is a session lost. Trying to make up a session is useless. Audit daily. When you don't you lose sessions. It isn't how much you get done in a session, it's the getting on, bit by bit, that counts. It's like digging a long ditch. What you don't dig isn't dug.

The bank contains less than was first thought but it contains enough. In three or four months you will have make it if you do a good job on each Item. And don't fool about with the bank. It goes into restimulation if you stir it up.

And don't decide a lot of things. Your ability to postulate is increasing and you can decide a run is "flat" or doesn't need to be run and have it behave that way. But it will still be there to knock you down.

THE CAUSE OF TROUBLE

The only way one can get ill, or in trouble, is not auditing, in trying to "correct" the Items given, or, in not following instructions.

What doesn't make Items read properly:

Loud shouting.
Body movement while calling.
Fiddling the one-hand electrode.
Tensing muscles.
Getting angry with the lack of a read.
Gritting teeth.
Auditing past an ARC break.
Doing a List 7 every time you don't get a read or feel odd.

What makes Items read properly:

Doing regular sessions.
Not self auditing out of session.
Staying calm.
Keeping calm.
Keeping the Auditor's Code on the pc (you).
Following directions exactly.
Adding nothing.
Finding ARC breaks (when they happen) with a List 7.
(List 7 run as an assessment for ARC Break will run easily. Locate and indicate the by-passed charge as it shows up. If you are not a classed auditor, get this done in a Qual Division that has a classed auditor either on or through the Clearing Course. If you really bog down, Auditing by List 7 will give you the relief sought.)
Auditing in a place you feel secure and where you won't be disturbed.
Audit daily.
Not auditing too long at one time, 1 to 2 hours is optimum, closer to 1 than 2.
Not trying to get rid of it all at once.
Considering it a routine piece of ditch digging.
Not expecting to fly suddenly.
Not dwelling on your case out of session.

When you end a session, end it.
Being plodding and methodical.
Just getting on with it, getting all the reads off by calling or spotting, going on to the next item, if it doesn't read, get more off last item and return to the one that wouldn't read.
Getting in the buttons Supp., Inval., Protest, when needed only.
Checking for earlier or later runs only when in trouble.
Only handle trouble when it arrives.
Don't try to handle it before it does.

The best way to stay out of trouble is READ, STUDY AND UNDERSTAND THESE INSTRUCTIONS BEFORE BEGINNING.

BASIC BASIC

The first (earliest) bit in the bank is not an Item but a light.

It appears to the left front of the face, some distance away (look ahead and to the left a bit and you'll spot it).

It is the source of unconsciousness and produces it when contacted.

There is a light before each Run, in the middle of each 7's GPM (every 4 pairs), at the start of Basic End Words, at the start of Confusion GPM, and at the start of the Objects and at the end of each type of Item in the Objects (every 8 Items). Each time you feel groggy, it's a light doing it. Each major change, then, is preceded by the light. Mark these in on your platens if they are not there. Flatten each one by spotting it, and it and thetan.

Anaten (unconsciousness) can be spotted away.

It is part of the light. When the light went on, the thetan went anaten. Instead of a Solo Auditor going anaten in his session, it is only necessary to spot the anaten in the thetan when running the light.

When you spot a light or object or combination of objects, you should get a read on the needle. By spotting the same thing again, you get another read. By spotting it again, you get another read. And so you continue to spot it, time after time, until no more reads occur by reason of spotting.

You repeat verbal items aloud, getting a read each time you repeat until it has no more reads. Verbal items are found in the "7's". "Basic End Words" and "Confusion GPM".

But you silently spot lights, objects, combinations of objects repeatedly (same one) until you have no more reads.

You should get as many falls, etc. from spotting a light as you do from calling an Item.

Spotting the thetan follows the same rules. You spot repeatedly until there are no more reads on the needle by reason of spotting the thetan (self) at that instant and place.

You don't have to see the light to spot it or see the thetan or see the object or objects. You only need to spot the place where they are with the idea of what should be there.

Of course, seen at first or not, continued spotting makes it blow.

PATTERN OF THE BANK

The apparent pattern of the bank is as follows:

(Earliest)

Ï Part A - The "7's"
Ì Part B - The Basic End Words
Run 1 Î Part C - The Confusion GPM
Part D - The Objects - hollow
Ó Part E - The Objects - solid

Ï Part A - The "7's"
Ì Part B - The Basic End Words
Run 2 Î Part C - The Confusion GPM
Part D - The Objects - hollow
Ó Part E - The Objects - solid

Ï Part A - The "7's"
Ì Part B - The Basic End Words
Run 3 Î Part C - The Confusion GPM
Part D - The Objects - hollow
Ó Part E - The Objects - solid

Ï Part A - The "7's"
Ì Part B - The Basic End Words
Run 4 Î Part C - The Confusion GPM
Part D - The Objects - hollow
Ó Part E - The Objects - solid

etc. for 10 "runs", total.

There are five PARTS. These occur in a row. This row of 5 parts is called a RUN.

The first, earliest, of these is the “7’s”.

The second, just above the “7’s” is the Basic End Words.

The third, just above the Basic End Words, is the Confusion GPM.

The fourth, just above the Confusion GPM, is the Objects - hollow.

The fifth, just above the Objects - hollow is the Objects - solid.

After a RUN of A, B, C, D, and E we begin again with the “7’s” for the next RUN. The parts go as they do in the first RUN. (“7’s”, then Basic End Words, then Confusion GPM, then the Objects - hollow, then the Objects - solid.)

Therefore, the trick is always to run only the earliest run available and not get into later runs.

The bank has 10 runs or 50 parts.

None of these use a GPM Line Plot.

They only contain what is given on the platen you are issued.

The proper way to run it all is to get on with it. After 10 runs, you may have to go from Run 1 to Run 10 all over again anyway, to get any final bits. So your first running of the whole 10 runs may not be your final run.

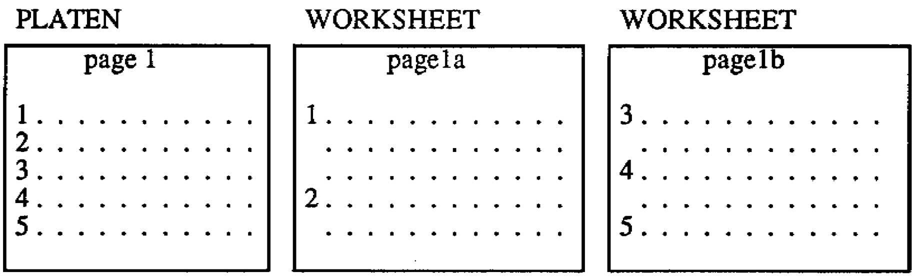
HOW TO USE A PLATEN

Each student must supply himself with foolscap paper.

The platen is then laid aside the foolscap paper and you repeat the number on the actual foolscap paper. Across the top of the foolscap paper is written the student's name, the name of the part being run, the number of the run, and the date.

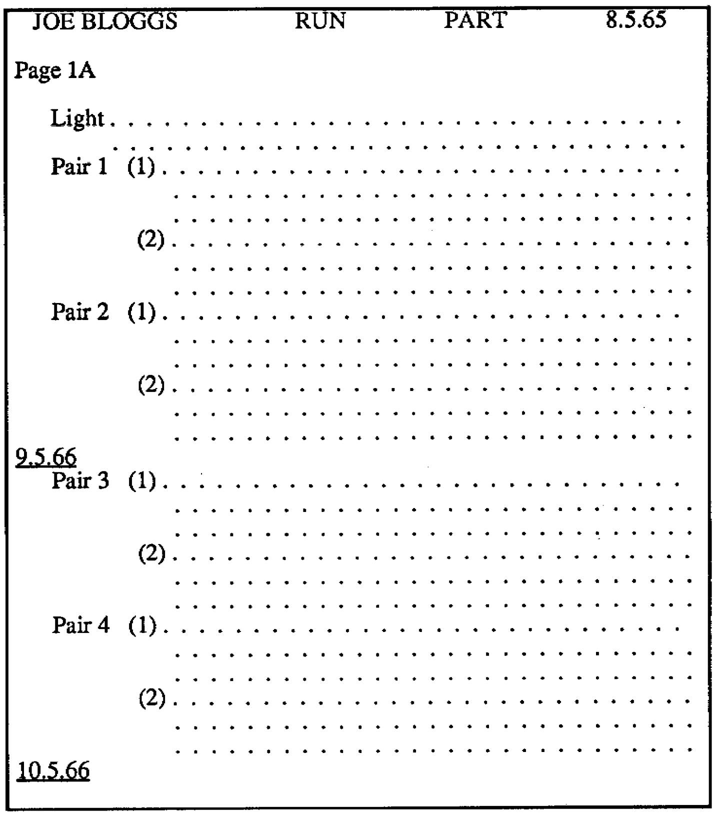
The reads on the Items are written on the foolscap paper alongside the number of the Item.

To keep from cramping your reads and have enough paper on all parts, just take legal (foolscap) size paper and use the items consecutively numbers and go down the page as far as necessary to record all reads, then leave a space and write the next number. It is too hard to keep the numbers even on the platen and worksheet.



Number work sheet by page number of platen + consecutive letter.
Page 1 of platen becomes Page 1A + B + C of worksheet.
Label each worksheet well.

In order to save paper bulk, continue down your piece of foolscap paper from session to session, dating each new session start.



Use <u>both</u> sides of your foolscap paper, but use separate Auditor Reports for each session, of course.

Any comments that need to be written down must be put on another sheet of paper. Only the actual reads, including any buttons that are used, and any cognition's, should be written on your foolscap paper. Do not write the name of the items, only the pair <u>number</u> and item <u>number</u>.

Leave some space on your foolscap paper when you complete an item, so that if the next item does not read, you then have sufficient space to go back and add more in if necessary to the previous item.

Do not write anything on the platen.

When you return your auditor's reports and worksheets always use paper clips. Never use a stapler on this course.

<u>RUNNING ITEMS</u>

Always run the earliest Item first, flatten it and go on to next item. Complete the part. Go to first Item in next part, etc.

One calls the Item and marks it's reads until one no longer gets reads. Then one calls the next Item and marks it's reads, until it no longer reads. Then one can call the first item of the pair again and second Item, calling them as a pair until they no longer read. The reads obtained on an item by calling a pair are put under the appropriate item number. All the reads for any one item are recorded in the same place on the worksheet regardless of when the item is called. (Such as calling as a pair or in rerunning). Space should be left after each item so that reads can be added when calling the pair or in the case of having to go back and get more charge off an item.

Whenever you move the Tone Arm down mark on your worksheet (BD —) and put the new T.A. position in the Blank Space, e.g. (B.D. 3.0).

If an item does not read the moment it is called, then you have left the Item just before it charged. So call the earlier Item again and get the read or reads off it, making sure you don't go into a later run. Then call the item that didn't read the first time and you will find it instantly reads.

When you leave an item to go back to a previous one, put a / on the item you leave and a - at the item you go back to. If you go back more than one item, put a / for as many items as you go back. i.e. if you go back three items, you put /// on the item left and - on each item gone back over. Each item must be called in turn up to the place where you went back from.

NOTE: This can easily be overdone (getting all reads off earlier items) as you can put yourself into later runs, so moderation in this goes a long way.

But never ignore the fact that a new item didn't read the first time it was called. It always means you didn't get all reads off the Item immediately before, or that you failed to spot the thetan at the moment. <u>NEVER</u> go past a non-reading item.

When running Clearing Course material, you find you get a certain amount of reads on an Item (correct 'run' type reads are Fs, LFs, sBDs, BDs) then the following Item in the same session will get approximately the same amount of reads - if not and you get only a few reads, then go back to the previous Item that read well and you will find there is more charge on it. After that the next Item will read with approximately the same number of

reads as the previous one.

One doesn't muck about with concepts or other maunderings. The Item is the Item and cognition's do or don't appear. The Item is the thing and calling it is what makes it read.

If the Items go on reading don't try to suppress them. Items read big and many times. You may get as many as 25 or more large reads on every Item. The main thing is to clear (get all the charge off) each Item for the run you are in. Be sure to keep in the correct run. Remember, if you get bored with so many reads to take the boredom off as a button. You can just throw away reads because you get tired of seeing it read. Your purpose is to clean each Item, not make yourself interested or happy or entertained. A lot of it is just hard, slogging work. If you clean them up as you go, all will be well.

You can sometimes erase an Item and have it then read as a lock or a lock Item. Test it for a lock if it reads too long.

If you find you are getting small reads, i.e. ticks, small falls, check to see if there is any charge left on the previous item, and check to see if you are in the correct run. Falls and blowdowns are expected on each Item, not just small reads. Don't go on calling the item if you are getting small reads. Find the outness and correct it. Keep Auditor's Reports for each session.

Don't try to run the same Item out of all runs at one time. Just proceed from bottom up, run by run, in order, Item by Item, part by part. Take care to stay in the correct run.

It is now a proved fact that none of the Basic Bank will erase on a preclear until all the lower grades are properly established on a preclear and then the Basic Bank confronted in it's exactness, item by item in sequence and in it's exact relationship to the rest of the Bank.

Know then that
(1) there is no haphazard blowing of Bank
(2) no item blows out of context
(3) there are no prior holes blown in the Bank for anyone, no matter what the nature of any prior auditing might have been, until the item has actually been run.

PAIN — Pain (pn) occurs only when you left something charged behind you. (earlier).

SICKNESS — Sickness is part of the somatic. It runs out.

FLATTEN — Flatten every Item thoroughly.

ERASURE — You are not seeking Release from the bank at this level. You are erasing. Therefore "the bank has blown" is nonsense - one has blown from the bank, so get back in it and run it. Total erasure is the aim.

NO READ — No read on a new item is always followed by long falls and blowdowns. Never by-pass an Item just because it didn't read. Sure passport to upset is to leave Items alive and go on or to skip an Item because it didn't read. They all will read.

RERUN — If you start getting pain or sickness, you got into a later run or you by-passed some charge and must rerun the earlier area you just did. Something is still alive. If in doubt, re-run the lot from the start of the part. Erase thoroughly. But if it is a later run, get back into the correct one.

NEGLECT If you run upwards getting no reads at all on several Items and still go on, you will become quite upset. Do not go past non-reading items. Find out what is wrong immediately and remedy it.

BY-PASSED CHARGE: Use L7 on yourself if you don't quickly find reasons for pain or upset.

READS Write down, using the code, every read you get after the Item that it occurred on. Write "no" for Item that didn't read at first read, even when it then reads.
Example: " No LFsBDFFFsBD".

RELEASE You'll go Release a lot of times. Ignore it. We are erasing in R6. Release can be ignored because the R6 bank is vanishing. Not true of Lower Grades.

TA UP The TA goes up between sessions. IT cleans up and goes down on beginning rudiments or on the first couple of Items or both.

REPEATER TECHNIQUE: The Items are flattened by repeater technique. Just repeat them until they no longer read. Get your own reaction off. Repeat again. Repeat to no read. Beware of session Suppress and Invalidate.

PART B Is nouns. Be careful of first one because it is used in the sense of a noun. Don't run it otherwise than as a pure noun.

READS It is not unusual for an Item not to read at first call. Read the one just before it again. Try the Item once more. If still no read, call several just before it. Then call it again. It will read. Items read many times in most cases. Don't leave anything reading behind you. Sometimes you will find a pair you just left are still very alive. Flatten them. Mark ALL reads or lack of them.

WOODEN FACE: A wooden feeling in the face is caused by pulling later items that are also pulled in out of arrangement. If you pull in from later bank (runs) X and Y you will not get a wooden feeling in your face. But if you pull them in Y X you will.

CODE (USED IN NOTING READS)

F	=	1" to 2" fall (needle left to right motion)
LF	=	long fall 2" or more
sF	=	small fall 1/2 to 1"
ht	=	heat experienced
pn	=	pain
som	=	somatic
sen	=	sensation
corr	=	correct
supp	=	suppress
inval	=	invalidate
no rd	=	no read
sBD	=	small blowdown of TA. .2 div. or .1 (right to left motion) (needle sticks over to right — TA does not necessarily have to be moved.)
BD	=	1/4 division blow down of TA or more (right to left motion) (TA has to be moved)
Div	=	division of tone arm
TA	=	tone arm of meter, scale of
anaten	=	analytical attenuation (going unconscious)

PARTS D & E

THE OBJECTS - HOLLOW AND SOLID

These parts are silent.

There are no words in them, only objects.

They run in a pattern.

The position of the objects relative to the thetan are:

1 OBJECT q THETAN • In front of face	2 OBJECTS • Left Side q THETAN • Right Side
3 OBJECTS • Left Side q THETAN • In front of face • Right Side	4 OBJECTS • Left Side Behind Head • q THETAN • Front Face • Right Side

The Objects appear about an arm's length away.

On coming in or going away, the location is the same.

For 1 Object, it appears a few feet in front of one's face.

For 2 Objects, they appear to right and left of one at same height as the front one.

For 3 Objects, they appear combined as 1 and 2 Objects positions (in front face and to right and left).

For 4 Objects, they appear as the 3 plus one behind the head about the same distance back as the one in front is.

They move.

Learn to perceive the number given all in the same instant, doing the action of going away or coming in. Spot the thetan at the same moment.

Seek to perceive the object or objects, don't call them. Perceive them as going away or as coming in, as given.

If the mass stacks up, you are missing spotting the thetan. Go back and spot it. (yourself at the time). It is an easy run. If you grind at it too hard you will get into the same run repeating as a later run.

If you have pain, you have missed a read. Or you went into a later run. If you have severe pains, you've gotten into a later run.

If your eyes burn, you have invalidated something.

MISTAKES AND ILLNESS

About the only thing that can make you ill on the Clearing Course is your own error, losing your place on the plot, skipping or re-running.

Between sessions, little can happen you cannot repair.

But, at the start of a session, you may pick up, in error, something you have already run, or skip and pick up late. (i.e. you have done 133, you start at 129 the next session. More seriously, you have not done 141 to 144, but begin the next session at 145.)

If you skip 4 items and do a light, you will surely become ill. By illness is meant, “colds”, “flu”, “dysentery”, etc.

To prevent becoming ill, be very careful of your place, very careful to pick up where you left off, very careful not to skip. And you will do very well.

If you do become physically ill, down in bed, it is almost certain you missed items and did a skip.

And further, you must have been PTS at the time (connected to an SP).

No Clearing Course auditing may take place during pregnancy.

If pregnancy occurs, send your folder to the Clearing Course Supervisor who will keep it until after the birth of the baby.

L. RON HUBBARD

LRH: je : jd : td : al

ADVANCED COURSES GENERAL ISSUE

To:
SECTION II O.T. 20 April 1967
Course Students Revised 15 August 71

CONFIDENTIAL

THE STATE OF CLEAR

What happens on the Clearing Course is that the individual himself becomes clear on the first dynamic. He himself becomes clear. He has separated out - cleared out and away from certain other complexities. It does not mean that he is without bank. But he will find that his recognition of the first dynamic has improved enormously.

The state of clear is terrific. We have waited on this state for a very long time. When an individual goes clear, he goes over a bump. He goes high as clear and he would probably remain clear till the end of time unless something else keyed in.

So a clear, having moved and separated out from the material, must then get all available charge off the Section II O.T. materials.

These must be run properly, using the same technical rules as on the Clearing Course. They must not be skimped. Good tech calmly applied is the keynote of this.

You are now moving along the road from clear to O.T. By the end of Section III, you will be very much in the realm of O.T. but only if you do these lower levels of O.T. properly. You have a lot of auditing hours to log up before O.T., but the end result will be worth every second of it. And it is probably closer than you think if you audit regularly each day and do the job well.

Flag Adv. Courses Supervisor
for
Training and Services Aide
for
L. RON HUBBARD
FOUNDER

LRH:BW:BC:dz:ip

ADVANCED COURSES
GENERAL ISSUE

To: All Clearing and O.T. Course students

I M P O R T A N T

19 September 1967

FLOATING NEEDLES

Students are reminded that they must always note on there worksheet F/N and T.A. position when a floating needle occurs. This is an essential part of your admin. and it must be done.

TONY DUNLEAVY
A/Chief Supervisor of Advanced Courses

ADVANCED COURSES
G E N E R A L I S S U E

To: O.T. COURSE STUDENTS
Section I and II

16 October 1967

FLOATING NEEDLES

No great significance should be placed on floating needled on the O.T. Course. Advanced Courses General Issue of 19 September 1967 reminds you to note down when a floating (free) needle occurs, and you should do this. It is a part of standard admin at all levels.

This does not, however, alter any tech of the O.T. Course.

JANET GUILFORD

T/Chief Supervisor of Advanced Courses

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 30 SEPTEMBER 1981

AOs ONLY
OT II COURSE
ONLY

CONFIDENTIAL

GLOSSARY OF TERMS FOR THE SECTION II OT COURSE

GLOSSARY OF TERMS FOR THE SECTION II OT COURSE

These definitions are for the OT II Course student in order to ensure he has a clear understanding of these terms without having to get into Class VI auditor materials, which could be a skipped gradient for him.

GPM (GOALS PROBLEM MASS) :

1. If you took two fire hoses and pointed them at each other, their streams would not reach each other's nozzles, but would splatter against one another in midair. If this splatter were to hang there, it would be a ball of messed up water. Call hose A the force the pc has used to execute his goal. Call hose B the force other dynamics have used to oppose that goal. Where these two forces have perpetually met, a mental mass is created. This is the picture of any problem—force opposing force with resultant mass, Where the pc's goal meets constant opposition, you have in the reactive mind the resultant mass caused by the two forces— GOAL = force of getting it done, OPPOSITION = force opposing it getting done. This is the goal problem mass.

2. The problem created by two or more opposing ideas which being opposed, balanced, and unresolved, make a mass. It's a mental energy mass.

IMPLANT GPM : (IMPLANT GOALS PROBLEM MASS) :

An Implant GPM is a GPM made up of goals (and their opposing forces) which are not the pc's own but which have been "implanted" in him.

An implant is an electronic means of overwhelming a thetan with a significance.

An implanted goal is : a goal the thetan himself has not decided upon - but which has been induced in him by overwhelming force and persuasion.

In the case of implanted Goals Problem Masses, use was made of the mechanics of the actual pattern of living to impress and entrap a thetan and enforce obedience to behaviour patterns. The goal selected was not entirely based on any goal of the thetan but was an entirely arbitrary selection both as to goal and pattern, by those conducting the implanting.

TERMINAL (also refered to as TERM) :

1. It would be any fixed mass utilized in a communication system. That, I

think, is the best of the various definitions that have come out for this. Any mass used in a fixed position in any communications system. Thus you see a man would be a terminal, but a post could also be a terminal.

2. An item or identity the pc has actually been sometime in the past (or present) is called a terminal. It is "the pc's own valence" at that time. In the goals problem mass (the black masses of the reactive mind) those identities which, when contacted, produce pain, tell us at once that they are terminals. The person could feel pain only as himself (thetan plus body) and therefore identities he has been produce pain when its mental residues (black masses) are recontacted in processing.

<u>OPPOSITION TERMINAL (also referred to as OPPTERM)</u> :

1. An item or identity the pc has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an opposition terminal. As the person identified himself as not it, he could experience from it only sensation. An opposition terminal when its mental residues (black masses) are recontacted in processing, produces only sensation, never pain.

   Electrically, a terminal is one of the two poles between or through which current flows.

   We got the idea of two different types of terminals in GPMs, because that's the way they are. One, the pc thinks of as his own or himself. The other he thinks of as an opposition. Hence, we use "terminal" to mean what the pc thinks is <u>his</u> idea and mass in the GPM, and we use "opposition terminal", or "oppterm" for short, to mean the mass and significance he thinks of as the enemy to the one he is in.

   Both the "terminal" and the "oppterm" in the GPM have mass and significance and have the appearance of receiving and giving communication and so they are called terminals.

<u>ITEM</u> :

1. In GPMs, what we now also call <u>items</u> were first called terminals because they interacted with each other electrically. They were always in pairs.

   When one is speaking of either a Terminal or Opposition Terminal and isn't being specific as to which it is (Term or Oppterm) one says ITEM.

<u>PAIR</u> :

1. A set of two; two that go together.

<u>DICHOTOMY</u> :

1. A dichotomy in Scientologese means plus and minus. A plus word and a minus word. They are of the same order of things always. A crude example would be "An Apple" and "Applelessness". That's a pair, a dichotomy.

   Plus and minus interchange a current as you will find on any battery. So we don't

want active-passive. (For example, the active such as “Man” and the passive such as “Woman”.) We want the bold PLUS and MINUS, the opposites. The nature of things is a major idea. Each major idea has two parts: a PLUS and a MINUS. These are opposed to each other. They interchange current. The conflict. What is generally agreed to be the unwanted or poor side is minus. What is generally conceived to be all right is plus.

For example, in a modern society we would have the major idea that an individual has an ecconomic status. Wealth is the PLUS and Poverty is the MINUS.

So a DICHOTOMY means to two parts of a major idea.

2. Opposites : two things which when interplayed cause action.

LINE PLOT :

1. Each GPM has a Line Plot.

   A Line Plot is the pattern of items for every GPM. For example, each full goal, like To Grab Books, would have a Line Plot with items like “Grabbing Books” or just “Grabbed Books”, etc.

END WORD :

An End Word is the final word of a goal. It is always a noun or a condition made into a noun.

For example, with a goal such as “To Grab Books”, Books is the end word.

Each end word, however, has many verb or action words related to it, thus making up a series of goals. End words are called end words because they come on the end of each of a series of goals.

It is the end word that is the common denominator to the whole of a GPM.

WHOLE TRACK :

1. The Whole Track is the moment to moment record of a person’s existence in this universe in pictures and impression form.

CHAIN :

1. A series of recordings of similar experiences. A chain has Engrams, Secondaries and locks.
2. Incidents of similar nature strung out in time.
3. A series of incidents of similar nature or subject matter.

ENTITIES :

The basic definition of “entity” as contained in standard dictionaries is :

Something that has a real and separate existence either actually or in the mind; a being or existence which is considered distinct and self contained.

There are various types of entities described in the full works on Dianetics and Scientology.

For example, a cell is a living animal all by itself.

There is the Genetic Entity (“GE”) which is the entity which carries foreward from the earliest formation of the MEST body.

There can be injected entities or sythetic entities. Some of these are ridges on which facsimilies are planted. Each one of those things can be a thinking entity. It thinks it is alive. It can think it’s a being, as long as energy is fed to it.

These follow all the rules and laws and phenomena of single beings.

The full subject of entities is not taken up in this glossary. However, for an understanding of the data on entities as contain in Dianetic and Scientology materials, one must first have a good understanding of the basic definitions given above.

References in Dianetic and Scientology materials for further data on entities include :

HCOB 30 JUL 80, THE NATURE OF A BEING
DIANETICS, THE MODERN SCIENCE OF MENTAL HEALTH,
Book Two, Chapter IV.
THE HISTORY OF MAN, Chapters Two, Five and Ten.

SET (also “RUN”) :

1. On OT II a “set” or “run” refers to one complete set of 21 GPMs, which are also refered to as a Whole Track Table.

PART :

1. The term “part” refers to the individual GPMs which, in their written form, are called Chapters. Where the chapter is split up into two or more separate sections, each of these would also be refered to as a part.

L. RON HUBBARD
FOUNDER

Assisted by
Snr C/S Int Assistant

Accepted by the

BOARD OF DIRECTORS
of the
CHURCH OF SCIENTOLOGY
OF CALIFORNIA

BCDS:LRH:NP:kjm

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 24 SEPTEMBER 1978R
ISSUE IV
REVISED 2 OCTOBER 1980

CONFIDENTIAL
Distribution
Limited to Org
C/Ses who are
Clear or above
and AOs

(This Bulletin has been revised to restate the most accurate definition of the State of Clear as given originally in Book One, Chapter II of "Dianetics: The Modern Science of Mental Health"; to clarify and emphasize the Clear cognition; to update the bulletin in regard to the mandatory use of Dianetic Clear Special Intensive for verification and rehabilitation of the State when a person has gone Clear before doing the Clearing Course, and to give the data on programming of a Dianetic Clear for further auditing.)

(Revisions in Script)
(Ellipses indicate Deletions)

C O N F I D E N T I A L
THE STATE OF CLEAR

(Ref: HCOB 24 Sep 78R, Iss III DIANETIC CLEAR
HCOB 25 Jun 70RB, Iss II C/S Series 12 RB
HCOB 2 May 79, Iss I, DIANETIC CLEAR SPECIAL INTENSIVE
HCOB 2 May 79, Iss II, DIANETIC CLEAR SPECIAL INTENSIVE ASSESSMENT LIST.)

IMPORTANT NOTE: The distribution of this confidential HCOB is limited to AOs and C/Ses in Saint Hills and Class IV Orgs who are Clear or above, with the following stipulations:

1. A C/S, Clear or above, in an AO, Saint Hill or Class IV Org is held full responsible for maintaining the security of this confidential HCOB and the material it contains.

2. The HCOB is to be kept securely under lock and key as Confidential Advance Course Material.

3. The confidential data herein is not to be divulged, verbally or otherwise to anyone . . . . it is also not to be copied or reproduced.

4. Feeding the Clear cognition to any individual, or violation of any of the above, is a Comm-Evable offense.

If a mission or Field Auditor believes one of their pcs to have gone Clear, they will

send the pc and his folders to their closest org which has a C/S who is Clear, for a full Dianetic Clear Special Intensive.

The following definition of Clear is non-confidential and may be (and has been) used in promo or other publications given Issue Authority for release.

<u>DEFINITION OF A CLEAR:</u> A BEING WHO IS UNREPRESSED AND SELF DETERMINED.

CONFIDENTIAL DATA

A Clear has lost or erased the matter, energy, space and time connected to the thing called MIND. He has been cleared of the MASS, PICTURES, etc. in the bank or mind. It is a negative gain.

CLEAR COGNITION: CLEAR OCCURS WHEN ONE STOPS MOCKING UP BANK, OR REALIZES THAT HE IS MOCKING IT UP OR HAS BEEN MOCKING IT UP. THAT IS THE CLEAR COGNITION: THE REALIZATION THAT HE IS OR HAS BEEN MOCKING UP THE MASS AND PICTURES, ETC., THAT MAKE UP THE BANK.

When the person arrives at this realization he can then, of course, cease mocking up bank.

A Clear has perhaps not entirely lost the automaticity of mocking up mass. But at least he knows he’s putting it there and practice increases his general reality.

The person who has actually gone Clear will express the Clear Cognition, or some version of it, upon going Clear or at some point on the Dianetic Clear Special Intensive. He must have expressed this in some way for the C/S to know he has in fact gone Clear and before being permitted to attest.

The State of Clear . . . can *be achieved* prior to doing the Clearing Course. It can occur on Dianetic auditing, especially New Era Dianetics. Sometimes it has occurred on Goals Processing, and even on Objective Processes.

It is not, however, attained by feeding people cognition’s. Clears are made through auditing.

Non- Confidential
Verifying and Declaring the State of Clear

When the individual, before doing the Clearing Course, thinks he is or might be Clear, or when he has read on a correction list (such as a C/S 53, Green Form, etc.) as having gone Clear, he must be given the Dianetic Clear Special Intensive to verify the State and rehabilitate it , if valid.

When the steps of the Dianetic Clear Special Intensive have been thoroughly done to full End Phenomena and a full resurgence of the State, the person may be sent to attest to the State of Clear. (Ref: HCOB 2 May 79, Iss I, DIANETIC CLEAR SPECIAL INTENSIVE.)

The state of Clear must be acknowledged and declared when it has been validly attained and verified.

Programming The Dianetic Clear For Further Auditing

A Dianetic Clear must not be run on engrams, R3RA or any version of R3R or Dianetics.

A Dianetic Clear does the Purification Rundown and the Survival Rundown if he has not had these. He is given the Scientology Drug Rundown (unless he has already completed a full NED Drug Rundown or other Dianetic Drug Rundown). He is run on Expanded ARC Straightwire and Expanded Grades 0 - IV to full ability gained for each Grade not previously standardly declared. (NOTE: He would not be run on the R3RA section of the Service Fac handling on Grade IV, however.)

He can be given Touch Assists or Contact Assists (as can Clears and OTs) but not a Dianetic Auditing Assist nor any Dianetic Auditing.

When each Grade has been handled to Ability Gained, the next step is the Solo Auditor Course at a Saint Hill or an Advanced Org.

A Dianetic Clear is not run on Power, R6EW or the Clearing Course, but, upon completion of the Solo Auditor Course, goes directly onto OT 1.

This HCOB is issued to Org C/Ses who are themselves Clear or above as the Clear cognition cannot be issued broadly and must not be fed to a pc, which is a Comm-Evable offense. Clears are made through auditing, not by feeding EPs or cognition's to pcs. This is important as someone who has not made Clear will *not* make it on OT levels.

Org C/Ses who are Clear or above, however, will need to be able to recognize the State of Clear when it occurs on Dianetics or otherwise, to ensure (using the steps of the Dianetic Clear Special Intensive) that the State . . . is real and to declare any such pc . . . Clear when the State has been truly attained.

Once declared, the *person's* pc folders must be clearly marked "DIANETIC CLEAR", for security and for purposes of further programming.

The individual is then issued the Standard Clear Certificate by Certs and Awards, which states simply that he has attained the State of Clear. This Standard Certificate bears no qualifying statement of the State.

Once the person has attested to Clear he may then be C/Sed for further auditing, per the programming data above.

I am entrusting Clear C/Ses with the responsibility of ensuring that the Confidential data herein is kept secure, so that each and every individual may honestly make it to Clear and go OT.

L. RON HUBBARD
FOUNDER

LRH:kjm:cmp

HUBBARD COMMUNICATIONS OFFICE
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Remimeo
All Staff
Tech / Qual

HCO BULLETIN OF 30 JULY 1980

THE NATURE OF A BEING

When one is associating with or attempting to guide or handle a person, it is necessary to know something of the nature of a being.

If a being were a single unit, separated from all other beings, conditions and current influences, the task of understanding him would be relatively simple and philosophers would have had it all worked out long before Dianetics and Scientology.

A single unit being responds to the most elementary and simple rules and laws you will find in Dianetics and Scientology. Affinity, Reality, Communication and Understanding; the time track; mental image pictures; the earlier incident holding the later in place; responses to Matter, Energy, Space, Time, Form as well as force; and the axloms. On this you can rest assured. And one might even wonder why we need all the additional bulletins and cautions and provisions and lectures.

The fact of the matter is that when one addresses a person, a human being "in the flesh" one is not addressing a simple being.

Possibly an example will illustrate this: I had just finished giving a Congress and a staff member had made some appointments for me to see people who wanted to talk to me. And, in a conference room, I was suddenly confronted by a woman who was demonstrably and actively insane. She was incoherent, she was being "pursued", she was utterly agitated. Well, I was not then and never was in the business of treating the insane. Yet here was a situation which had to be handled if only to maintain social calm. In those days there were many techniques for exteriorizing people and so I used one of them, putting her back of her head. Promptly she went sane, calmly reviewed her problem with her husband, sensibly made up her mind what she was going to do to properly resolve the matter, thanked me and departed. For a brief time she had temporarily become a single unit being.

I have not given the example as a lesson in what to do in such cases for exteriorization techniques are not reliable. But only to illustrate the complexity of people.

What you see as a human being, a person, is not a single unit being.

In the first place, there is the matter of valence. A person can be himself or he can be under the belief that he is another person or thing entirely. This removes him a step from being a simple being.

Then there is the matter of being in a body. A body is a very complex contrivance, quite remarkable, quite complicated. And it is also quite subject to its own distortions.

There are also the entities (as discussed in "Dianetics, The Modern Science of

Mental Health", pages 84-90, and also "The History Of Man", pages 13-14, 43, 75-77). These follow all the rules and laws and phenomena of single beings.

And then there is the matter of influences of other people around this human being.

From a single, simple being there is a progressive complication setting in as one adds all these other factors.

The single, simple being, without any further associations can be out of valence even miles away from other contacts.

It is the aggregate of all these factors which you address when you seek to guide or handle the usual human being.

This is also why objective processes are so effective - they get many of these factors all going in the same direction for once.

None of this is to say that it is impossible to handle all this. Far from it. But it does tell one why all the additional precautions (like don't overrun, like careful session procedures) are there in all those materials.

But mainly it tells you that full recoveries seldom happen last and that cases require an awful lot of work and often for a very long time.

And like the woman at the Congress, one sometimes gets a sudden near-magical result. The trouble with that one was that she soon went back into her head and became again a composite, even though she now did have a sane plan of action to follow.

Results, if you follow the rules and laws carefully and with good heart, can be obtained. And you, knowing your business, can obtain them.

But don't become discouraged if it all doesn't happen fast and if it takes a long time. When you are handling a human being, you are handling a composite.

We did not construct the human mind or human body. We did not put the universe there to involve, oppress or complicate life. We are working with the end product of an awful lot of trials and tribulations.

If we were working with single beings, it would be a nothing to do. We are not. We are working with a complexity and we can do an awful lot, far more than anyone could do before us. And our work with life has effects and influences far beyond our auditing tables. It took vast, vast numbers of years and eons for life to get that involved and complicated. Be glad that it doesn't take even a tiny fraction of that to dig it out and smooth it out with Dianetics and Scientology.

L. RON HUBBARD
FOUNDER

LRH: dm: kjm

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East, Sussex

HCO BULLETIN OF 5 DECEMBER 1979

Remimeo
AOs ONLY
Solo Auditor Course

(Cancels and replaces BTB 1.2.1971 IV Rev. & Reiss. 2.7.74 as BTB THE COMM CYCLE IN SOLO AUDITING.)

THE DIFFERENCE BETWEEN THE COMM CYCLE IN REGULAR AUDITING AND CYCLES OF ACTION IN SOLO AUDITING

References:

HCOB 26 Apr 71 I TRs AND COGNITION'S
HCOB 26 Apr 71 II SOLO COGNITION'S
HCOB 30 Apr 71 AUDITING COMM CYCLE

There is a difference between regular auditing (where the auditor and pc are two separate persons), and Solo auditing. One does not have to be skilled in Auditor's TRs 0-IV in order to be a good Solo auditor . A Solo auditor's skills are covered in HCOB 26 Apr 71 II, SOLO COGNITION'S. TRs 0-IV and the Auditing Comm Cycle apply to regular auditing where the auditor and pc are two separate people. The idea that a Solo auditor would have to mock himself up as "the auditor" and mock himself up as "the pc" is erroneous. Nor does the Solo auditor have to try to be two different. people, nor does Solo auditing consists of "talking to oneself".

In order to understand Solo auditing better, read and demonstrate each of the following definitions until you understand each of them:

Auditing Comm Cycle: "This is the auditing comm cycle that is always in use: 1) is the pc ready to receive the command? (appearance, presence); 2) auditor gives command/question to pc (cause, distance, effect), 3) pc looks to bank for answer (itsa maker line, 4) pc receives answer from bank, 5) pc gives answer to auditor (cause, distance, effect), 6) auditor acknowledges pc, 7) auditor sees that pc received ack (attention), 8) new cycle beginning with (1)" (HCOB 30 Apr 71 AUDITING COMM CYCLE)

Auditing Cycle: The basic of auditing is an auditing cycle which operates as an attention director. Call it restimulator if you want, but it's an attention director, eliciting a response from the pc to as-is that area and who knows he has done so when he receives from the practitioner an acknowledgment that it has occurred. That i~ the auditing cycle. " (SH Spec 189, 6209C18) 2. "There are basically two communication cycles between the auditor and the pc that make up the auditing cycle. They are cause, distance, effect with the auditor at cause and the pc at effect, and cause, distance, effect, with the pc at cause and the auditor at effect . These are completely distinct one from the other. " (HCOB 23 May 71R IV, Rev . 4 .12 . 74 Basic Auditing Series 4R COMMUNICATION CYCLES WITHIN THE AUDITING CYCLE)

Communication Cycle: 1. "A cycle of communication and two-way communication are actually two different things. A cycle of communication is not a two-way communication in its entirety. In a cycle of communication we have Joe as the originator of a communication addressed to Bill. We find Bill receiving it and then Bill originating an answer or acknowledgment back to Joe and thus ends the cycle." (DIANETICS 55! page 82) . "A communication cycle consists of just cause, distance, effect with intention, attention, duplication and understanding. " (HCOB 23 May 71R IV, Rev. 4 .12.74 Basic Auditing Series 4R COMMUNICATION CYCLES WITHIN THE AUDITING CYCLE.

Cycle of Action: l. “The sequence that an action goes through, where in the action is started, is continued for as long as is required and then is completed as planned.” (Scientology Abridged Dictionary)

(The definitions above are taken from the Technical Dictionary.)

In Solo auditing the Auditing Question or Auditing Command is provided in the materials. The Solo auditor has to ensure that he understands the Auditing Question or Auditing Command, gets the answer to the question or carries out the command, and recognizes that he has done so and completes that cycle. Solo auditing mainly consists of carrying out cycles of action. This is easy to do as these are given in the materials, and it consists of doing what the materials say to do.

VERBALIZATION

The Solo auditor does not verbalize questions or commands in solo auditing. It is done on a thought or intention level. There is a solo auditing action in which the Solo auditor calls items verbally, but otherwise solo auditing is not verbalized.

METER ERROR

In Solo auditing the meter, worksheets and materials must be arranged so that the solo auditor can read the meter at the same time as he reads the question or item in the materials. This is because the question or item will read on the meter when the solo auditor reads the question or item in the materials. One should not ignore the meter read when first reading the question or item in the materials. This is especially true when checking reads on Ruds, or doing a BPC Assessment, as the read might not repeat. The initial read when the question or item is first read and understood by the Solo auditor is taken. This is because the read occurs when the Solo auditor thinks the question or concept of the item.

Another meter error could occur if the Solo auditor didn’t understand the question or item. You could get a reaction because the question or item was misunderstood. And if the question or item is misunderstood, then you wouldn’t be able to audit it. Therefore it is very important that the Solo auditor knows to clear the meanings of words in auditing commands and items.

SOLO DRILLS

The Solo Drills are designed to familiarize the Solo auditor with the tools of Solo auditing, and to become skilled so that when the time comes to start Solo auditing, he can put his full attention on the auditing and thus be fully in session.

L. RON HUBBARD
FOUNDER

As assisted by
Snr C/S Int

LRH:DM:dr

Add Course
Instructions

Section II OT Course

There are 10 complete
Whole track tables.
But only 1 of each kind
of GPM in each table
This is a complete "Run"
(1 of each kind).
The sets belong to different
entities. One finds the
earliest set and runs
it with care to stay in
that set. Then one
finds the next earliest
set and so on for 10
sets. Just as in running

the CC GPMs.

The Electrical is the earliest in the run;

The CC Supervisor must recompute the table on the above, 1 of each type in that order, Electrical the first to be run.

When all ten runs have been run, the pc has completed the Sect II Course unless I add another series to it.

The Electrical GPM

This Bank occurs at several dates after (closer to PT) than the R6 bank and is the next bank after R6.

It is an oddity as it has an electrical shock as its end word rather than a word. This was to convince a thetan he should think of himself as an electrical being.

It is a repeating line plot, each one the same, and had 5 runs per implant.

The earliest is about tr 210,000,866th. It occurs again at various later dates, leapfrogging other types of GPMs.

L

Electrical GPM

~~Given 5 runs in a row, get the 1st 1st~~ (stet)
~~One GPM per Bank~~. 5 GPMs = 1 implant.

The Command Concept is Word + Shock
The Concept is the command, the
second "word" is the action of shock,
The shock is an electrical impact & flow,

1. Create (shock)
2. Create no (shock)
3. Destroy (shock)
4. Destroy No. (shock)
5. Love (shock)
6. Love No (shock)
7. Hate (shock)
8. Hate No (shock)
9. Be (shock)
10. Be No (shock)
11. ~~Avoid~~ Disown (shock)
12. ~~Avoid~~ Disown No (shock)

Electrical GPM

13. Use (shock)
14. Use No (shock)
15. Condemn (shock)
16. Condemn No (Shock)
17. Seize (shock)
18. Seize No (shock)
19. Escape (shock)
20. Escape No (shock)

# #

~~There are 5 slit complete GPMs as above in consecutive order (1 Implant = 5 GPMs consecutively)~~

This occurs tr 89,796 tr 310,096 tr 91,868 and tr 105,068, tr 210,000,866 tr 350,021,1 tr You may have others and different dates.

Tocky 9PM

"Sun" swings across front left to right after each item and gives read. Only Sun Swings, the word TIME is not spoken.

1. Create ~~Time~~
   Sun Swing
2. Create No ~~Time~~
   Sun Swing
3. Abide ~~Time~~
   Sun Swing
4. Abide No ~~Time~~
   Sun Swing
5. Enjoy ~~Time~~
   Sun Swing
6. Enjoy No ~~Time~~
   Sun Swing
7. Welcome ~~Time~~
   Sun Swing
8. Welcome No ~~Time~~
   Sun Swing
9. Share ~~Time~~
   Sun Swing
10. Share No ~~Time~~
    Sun Swing
11. Keep ~~Time~~
    Sun Swing
12. Keep No ~~Time~~
    Sun Swing
13. Hold ~~Time~~
    Sun Swing
14. Hold No ~~Time~~
    Sun Swing
15. Exploit ~~Time~~
    Sun Swing
16. Exploit No ~~Time~~
    Sun Swing
17. Deplore ~~Time~~
    Sun Swing
18. Deplore No ~~Time~~
    Sun Swing
19. Skip ~~Time~~
    Sun Swing
20. Skip No ~~Time~~
    Sun Swing
21. Continue ~~Time~~
    Sun Swing
22. Continue No ~~Time~~
    Sun Swing
23. Forget ~~Time~~
    Sun Swing
24. Forget No ~~Time~~
    Sun | Swing

"That's what you get for making This Universe!!" # # — "Get Out."

BIG BEING. GPM
~~Persistence~~ & P of trillion 16,780 also tr 10,663 ①
Explosion
Appearance of a Huge Being in Sky

1. (a) You Must Survive
(b) You Mustn't Survive

2. (a) You Should Survive
(b) You Shouldn't Survive

3. (a) You Can Survive
(b) You Can't Survive

---

4 (a) He Must Survive
(b) He Mustn't Survive

5. (a) He Should Survive.
(b) He Shouldn't Survive

6. (a) He Can Survive
(b) He Can't Survive

7. (a) They Must Survive.
(b) They Mustn't Survive

8. (a) They Should Survive.
(b) They Shouldn't Survive

9. (a) They Can Survive
(b) They Can't Survive

~~Persistance~~ Big Being 9801 tr 16,780th
also tr 60,663

10. We Must Survive
We Mustn't Survive

11 We Should Survive
We Shouldn't Survive

12. We Can Survive
We Can't Survive

13. All Must Survive
All Mustn't Survive

14. All Should Survive
All Shouldn't Survive

15. All Can Survive
All Can't Survive

explosion

# #

The House GPM

So called because a House (internal room) may appear when it is extracted.

This GPM may be in the bank two or more Times around trillion's 40,029 and trillion's 37,016

These dates may vary and some may have received it once or several Times.

The House GPM trillions 40,029
A House (Interior) appears

1. I should create
2. I shouldn't create
3. I must create
4. I mustn't create
5. I do create
6. I don't create
7. I can create
8. I can't create
9. There are creations
10. There aren't creations.

House QPM tr 40,029

1. I should view
2. I shouldn't view
3. I must view
4. I mustn't view
5. I do view
6. I don't view
7. I can view
8. I can't view
9. There are views
10. There aren't views

The House 9PM tr. 40,029+

1. I should exist
2. I shouldn't exist
3. I must exist
4. I mustn't exist
5. I do exist
6. I don't exist
7. I can exist
8. I can't exist
9. There are existences
10. There aren't existences

House QPM Tr$^{40,029+}$

1. I should know
2. I shouldn't know
3. I must know
4. I mustn't know
5. I do know
6. I don't know
7. I can know
8. I can't know
9. There are knowns
10. There aren't knowns

The House 9PM t_2 40,029th

1. I should remember
2. I shouldn't remember
3. I must remember.
4. I mustn't remember
5. I do remember
6. I don't remember
7. I can remember
8. I can't remember
9. There are memories
10. There aren't memories

# #

Psycho SPM

~~Storm~~ - ~~Heavy~~ Explosion - Burning & Pain Storm

1. To Die is To Live
2. To Live is To Die
3. To Surrender is To Victimize
4. To Victimize is to Surrender
5. To Lose is to Win
6. To Win is To Lose
7. To Despair is to Hope
8. To Hope is To Despair
9. To Be Ignorant is To Know
10. To Know is to Be Ignorant
11. To Be Stupid is to Be Smart
12. To Be Smart is to Be Stupid
13. To Disagree is to Agree
14. To Agree is To Disagree
15. To Detest is To Get
16. To Get is To Detest
17. To Hurt is to Enjoy
18. To Enjoy is To Hurt
19. To Dislike is To Like
20. To Like is To Dislike

Psycho GPM ②

21. To Hate is To Love
22. To Love is To Hate
23. To Hinder is To Help
24. To Help is To Hinder
25. To Disbelieve is To Believe
26. To Believe is To Disbelieve
27. To Be Bad is To Be Good
28. To Be Good is To Be Bad
29. To Betray is To Be Faithful
30. To Be Faithful is To Betray
31. To Go Crazy is To Be Sane
32. To Be Sane is To Go Crazy
33. To Abandon is To Collect
34. To Collect is To Abandon
35. To Stop is To Start
36. To Start is To Stop

# #

The Bauky GPM
trillions 217th

(1)

This is a pretended "overt-motivator" GPM.

Run it once as having put it "were there" on "another".

Then run it as having "received" it.

They are both the same implant, of course.

(Three Pages)

The Banky QPM trillions 27th (2)

(Explosion ~~knocks~~ (an "O/W") are ~~out~~ to be implanted) one page plot

Starts with an Electrical Whirlpool like a Tornado

1. To Experience is to Create
2. To Look is to Re-envision
3. To Think is to Recall
4. To Conceive is to Remember
5. To See is to Forget

Electronic whirlwind

# #

The Banky QPM trillions 27th (2)

(an "O/W") [illegible] to be implanted) one page plot

(Explosion [illegible] are

Starts with an Electrical Whirlpool

like a Tornado

1. To Experience is to Create

2. To Look is to Re-envision

3. To Think is to Recall

4. To Conceive is to Remember

5, To See is to Forget

Electronic whirlwind

# #

(3)

Banky g Pay
(Forerunner occurs also at tr 222)
This runs again around
Trillions 225 th

And again
Trillions 226

And again
Trillions 228

Run it as o/w in
each earlier sequence
you paid for it.

Forerunner
O/W GPM
Trillions 222

Use The Same LP
and Form as Tr 216
"The Last O/W GPM"

Also occurs before more
Banky GPMs at Tr 230th

The ~~last~~ O/W GPMs trillions 216th

Forerunner GPM (1)

This GPM seeks to install the overt-motivator sequence.

It is run twice by the student.

First time the positions are:

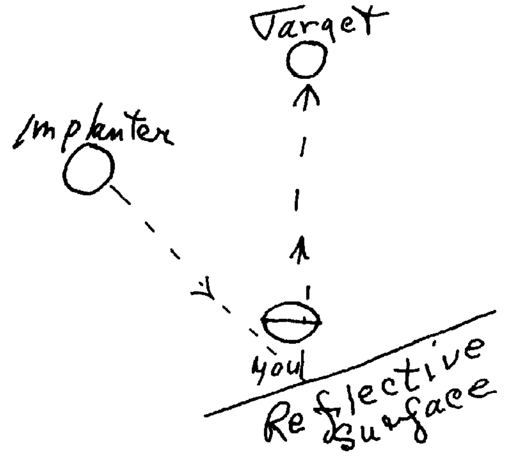


Figure 1

Which makes it look like you are doing it.

First There is a Light (A) over to ones Left, and the words A1 Then before one's "face"

B. Sleep - Go to Sleep.

C. You are Unconscious

D. You Know Nothing

then a gas is poured over one.

Then the screens are set up as above (action has charge on it).

E. Then a Screen is set up behind you and a "dummy Thetan", in front

Ike hast O/W QPM tr 216th

1. Electronic Explosion
2. To Predict Never To Know
3. Keep it! Keep it! Keep it!
4. To Know Never To Predict.
5. Copy it Duplicate it. Picture it.
6. To Frighten Never to Fear.
7. Keep it. Keep it. Keep it.
8. To Fear Never To Frighten
9. Copy it. Duplicate it. Picture it.
10. To Catch never to be Caught
11. Keep it. Keep it. Keep it.
12. To Be Caught Never to Catch
13. Copy it. Duplicate it. Picture it.
14. To Imprison Never To Be Imprisoned
15. Keep it. Keep it. Keep it.
16. To Be Imprisoned Never To Imprison
17. Copy it. Duplicate it. Picture it.
18. To Be Out of Jail Never to be In Jail
19. Keep it. Keep it. Keep it.
20. To Be In Jail Never To be Out of Jail
21. Copy it. Duplicate it. Picture it

The Last O/W GPM tr 216th

22. To Be Outside Never to Be Inside
23. Keep it. Keep it. Keep it.
24. To Be Inside Never To Be Outside
25. Copy it. Duplicate it. Picture it.
26. To Remember Never to Forget.
27. Keep it. Keep it. Keep it.
28. To Forget Never to Remember
29. Copy it. Duplicate it. Picture it.
30. To Go Never to Come
31. Keep it. Keep it. Keep it.
32. To Come Never to Go.
33. Copy it. Duplicate it. Picture it

~~34. Electronic Explosion~~
34. Explosion

(See Next Pg After First Run)

(On Second Run, Complete Ending On Page 6)

Having Run the GPM (5)

Run the change of the Reflective Screen

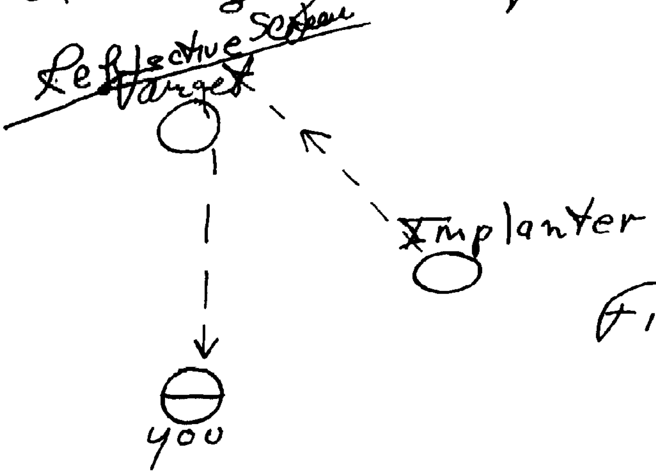


Figure 2

And note as you run following Items, The shift of Source, reflection and Direction,

1. The Consequences of your having done that
2. Are Terrible
3. Because You Did That.
4. It is now Two and a half years later
5. This is The Consequences
6. Watch This
7. And see what Happens
8. To You

\# \# \#

9. Because of what You Did
10. To the poor fellow
11. He's now giving it Back
12. Watch out

(Now run off the same GPM with attention to the new Source, screen behind the dummy "Thetan" and the items arriving where you are.)

(When you have Done this second run, then:)

1. You See what Happens
2. Because of what You Do
3. When You Do Something Bad
4. To Another
5. You Get it Back Later
6. You Are the Cause
7. Of All Your Suffering
8. Overt Actions
9. Do Not Pay
10. Wake Up Dead, Forever.

# # #

OT COURSE SECTION TWO

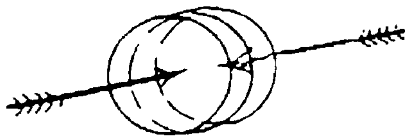
PLEASE NOTE THE SEQUENCE OF THESE NON-LINE PLOT INCIDENTS AS GIVEN ON THE O.T. COURSE SECTION TWO 24th April 1967 INSTRUCTION BOOKLET

O.T. COURSE - PART ONE
1 November 1966

The following do not have a Line Plot. They are implant incidents, and should be located and plotted on your Track Table. The dates given are sample dates and represent the approximate time period only. Run the basic of each, getting your own reaction to it.

<u>THE ARROW</u> Tr 30,026

This consists of two Targets with an arrow pointing into each, counter poised. The front target is white and the rear one is black.



The Targets with the arrows appear for 1/10th of a second, during which time it tilts one way and then the other. It's terribly fast, so one made a picture to see afterwards what it was. Get the speed it idi this. Get your own reaction to it. It's just a sudden appearance and disappearance. It wobbled in and wobbled out.

<u>WOMAN</u> Tr 25,980

A "Woman figure" appeared before one. Nothing happened. It just appeared and remained a few hours. It sort of "got in one's face".

<u>WHITE BLACK SPHERE</u> Tr 25,090

This is a sphere on a pole. The sphere and pole are Black in front. White in back. It's based on the idea that a thetan "can't think two thoughts at once". It does not reverse.

<u>HOT - COLD</u> Tr 20,095

This is a pole with a split in it. The back split is hot, the front one is cold. Two temperatures. Duration is 1 1/8th seconds.

<u>LAUGHTER - CALM</u> Tr 19,670

This takes place in a cave. It is 7 1/8ths of a second in duration. It has screams of laughter, very wild, and calm. Calm = frozen numbness.

It is a pole with a split in it. Laughter comes from the rear half and calm from the front half simultaneously. Then they reverse. It gives one a sensation of total disagreement. The trick is to conceive of both at the same time. This tends to knock one out.

<u>DANCE MOB</u> Tr 18,992

The duration is 7/8ths of a second. There is a pole that pulls one in. One is caught on the pole. The actual incident is in connecting with this thing and trying to get off it.

The dancing comes after the actual incident, and consists of a mob dancing around one, chanting various things (a text). In running this, get the phrases that are chanted.

15.11.66

<u>O.T. COURSE PART ONE B</u>

<u>ADDITIONAL DATA</u>

"DOUBLE ROD"

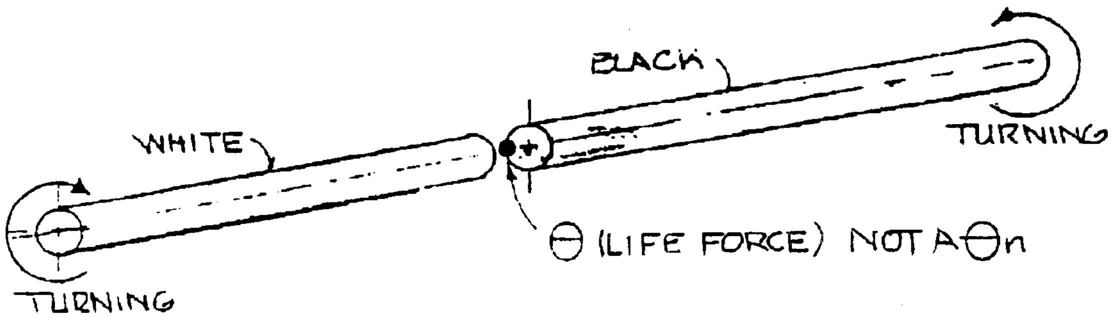
This was found at Tr 25,355; Tr 28,670 and finally found and run at Tr 28,865.

DURATION: 1/2 second - corrected to 1/8 second.

INCIDENT: Consists of a long shiny black rod moving in from left to right. Then somehow it is like two rods, or one rod with a split in the middle, the left one being white and revolving forward, the right one being black and revolving backward. Then they both disappear forward and upward.

EXPERIENCE: There is a tremendous feeling of EXCITEMENT attached to this incident.

It has a sort of feeling attached to it as if one was being as if it was being squashed between the two revolving rods.



Foreign Language Caution

When a student on the course does not have English as his native tongue, or as language changes up through the years, or when the Clearing Course is translated into another language:

The Greatest Care Must Be Used To Establish the exact meaning or equivalent words. The most precise meaning is required and off shades will prevent erasure with much upset.

Such a student or translator must use a Meter to obtain the translated word and establish its correctness. It will of course be the most lasting read which lasts after all other versions have ceased to read.

Ordinarily when you have the right equivalent, wrong versions will not read.

Sometimes when you have discarded the right one you have to regain it by finding which one reacts to "suppress" or "challenge". Only the right version reacts to these.

It would be well to check all the key words of a GPM for the correct version of non-English words before attempting to actually run it.

One should rewrite the entire GPM or pattern in the native tongue one uses. Don't attempt sight translation.

Ignore the (-) numbers on the first run.

L. Ron Hubbard

If people ever cease to go Clear on these plots, realize English has changed and rewrite

The BB
gPMs

This is a series of 5 gPMs, all the same pattern occurring about trillions 214th Power years ago.

Run the Two lines all as one line, not as separate items for each number.

The Explosions occur "inside one's head" or, that is to say, where The TheYan is.

This pattern has 79 pages

Ignore the ( ) numbers on the 1st Run.

The BB GPM

(1)

Explosion
1. Stop a Beginning Self
To Invent an Ended Self
Explosion
2. Invent a Near Self
To Stop a Far Self
Explosion
3. Stop an Open Self
To Invent a Closed Self
Explosion
4. Invent a Kept Self
To Stop an Expended Self
Explosion
5. Stop a Filled Self
To Invent an Exhausted Self
Explosion
6. Invent a Bright Self
To Stop a Dim Self
Explosion
7. Stop an Informed Self
To Invent a Denied Self
Explosion
8. Invent a ~~Receptive~~ Receiving Self
To Stop a Rejected Self
Explosion
9. ~~Invent~~ Stop a Loving Self
To Invent a Hated Self

The BB GPM

Explosion

10. Invent a Perc~~eptive~~eiving Self
 to Stop a Blinded Self

Explosion.

11. Stop a Fair Self
 to Invent a Prejudiced Self

Explosion

12. Invent a Clean Self
 To Stop a Dirty Self

Explosion

13. Stop an Arriving Self
 to Invent a Departed Self

Explosion

14. Invent an Arriving Self
 to Stop a Departed Self

Explosion

15. Stop a Clean Self
 To Invent a Dirty Self

Explosion

16. Invent a Fair Self
 to Stop a Prejudiced Self

Explosion

17. Stop a Perceiving Self
 to Invent a Blinded Self

The BB GPM

Explosion
18. Invent a Loving Self
to Stop a Hated Self

Explosion
19. Stop a Receiving Self
to Invent a Rejected Self

Explosion
20. Invent an Informed Self
to Stop a Denied Self

Explosion
21. Stop a Bright Self
to Invent a Dim Self

Explosion
22. Invent a Filled Self
To Stop an Exhausted Self

Explosion
23. Stop a Kept Self
To Invent an Expended Self

Explosion
24. Invent an Open Self
To Stop a Closed Self

Explosion
25. Stop a Near Self
to Invent a Far Self

Explosion
26. Invent a Beginning Self
To Stop an Ended Self

The BB GPM

Explosion

1. Stop a Beginning Mind.
   To Invent an Ended Mind

Explosion

2. Invent a Near Mind
   to Stop a Far Mind

Explosion

3. Stop an Open Mind
   to Invent a Closed Mind

Explosion

4. Invent a Kept Mind
   To Stop an Expended Mind

Explosion

5. Stop a Filled Mind
   To Invent an Exhausted Mind

Explosion

6. Invent a Bright Mind
   to Stop a Dim Mind

Explosion

7. Stop an Informed Mind
   To Invent a Denied Mind

Explosion

8. Invent a Receiving Mind
   to Stop a Rejected Mind

Explosion

9. Stop a Loving Mind
   To Invent a Hated Mind

The BB GPM

Explosion

10. Invent a Perceiving Mind
    to Stop a Blinded Mind

Explosion

11. Stop a ~~Prejudiced~~ Fair Mind
    to Invent a Prejudiced Mind

Explosion

12. Invent a Clean Mind
    to Stop a Dirty Mind

Explosion

3. Stop an Arriving Mind
    to Invent a Departed Mind

Explosion

14. Invent an Arriving Mind
    to Stop a Depart~~ing~~ed Mind

Explosion

15. Stop a Clean Mind
    to Invent a Dirty Mind

Explosion

16. Invent a Fair Mind
    to Stop a Prejudiced Mind

Explosion

17. Stop a Perceiving Mind
    to Invent a Blinded Mind

Explosion

18. Invent a Loving Mind
    to Stop a Hated Mind

The BB GPM

(6) 22 Sept 66

Explosion

19. Stop a Receiving Mind
    To Invent a Rejected Mind

Explosion

20. Invent an Informed Mind
    To Stop a Denied Mind

Explosion

21. Stop a Bright Mind
    To Invent a Dim Mind

Explosion

22. Invent a Filled Mind
    To Stop an Exhausted Mind

Explosion

23. Stop a Kept Mind
    To Invent an Expended Mind

Explosion

24. Invent an Open Mind.
    To Stop a Closed Mind

Explosion

25. Stop a Near Mind
    To Invent a Far Mind

Explosion

26. Invent a Beginning Mind
    To Stop an Ended Mind

The BBGPM
Explosion

1. Stop a Beginning Body
To Invent an End~~ing~~ed Body
Explosion
2. Invent a Near Body
To Stop a Far Body
Explosion
3. Stop an Open Body
To Invent a Closed Body
Explosion
4. Invent a Kept Body
To Stop an Expended Body
Explosion
5. Stop a Filled Body
To Invent an Exhausted Body
Explosion
6. Invent a Bright Body
to Stop a Dim Body
Explosion
7. Stop an Informed Body
To Invent a Denied Body
Explosion
8. Invent a Receiving Body
To Stop a ~~Denied~~ Rejected Body
Explosion
9. Stop a Loving Body
To Invent a Hated Body

Explosion

10. Invent a Perceiving Body
To Stop a Blinded Body
Explosion

11. Stop a Fair Body
to Invent a Prejudiced Body
Explosion

12 Invent a Clean Body
To Stop a Dirty Body
Explosion

13. Stop an Arriving Body
to Invent a Depart~~ing~~ed Body
Explosion

14. Invent an Arriving Body
To Stop a Depart~~ing~~ed Body
Explosion

15. Stop a Clean Body
to Invent a Dirty Body
Explosion

16. Invent a Fair Body
To Stop a Prejudiced Body
Explosion

17. Stop a Perceiving Body
to Invent a Blinded Body
Explosion

18. Invent a Loving Body
To Stop a Hated Body

Explosion

19. Stop a Receiving Body
    To Invent a Rejected Body

Explosion

20. Invent an Informed Body
    To Stop a Denied Body

Explosion

21. Stop a Bright Body
    To Invent a Dim Body

Explosion

22. Invent a Filled Body
    To Stop an Exhausted Body

Explosion

23. Stop a Kept Body
    To Invent an Expended Body

Explosion

24. Invent an Open Body
    To Stop a Closed Body

Explosion

25. Stop a Near Body
    To Invent a Far Body

Explosion

26. Invent a Beginning Body
    To Stop an Ended Body

The BB GPM

Explosion
1. Stop a Beginning Spirit
   To Invent an Ended Spirit

Explosion
2. Invent a Near Spirit
   To Stop a Far Spirit

Explosion
3. Stop an Open Spirit
   to Invent a Closed Spirit

Explosion
4. Invent a Kept Spirit
   To Stop an Expended Spirit

Explosion
5. Stop a Filled Spirit
   To Invent an Exhausted Spirit

Explosion
6. Invent a Bright Spirit
   To Stop a Dim Spirit

Explosion
7. Stop an Informed Spirit
   To Invent a Denied Spirit

Explosion
8. Invent a Receiving Spirit
   To Stop a Rejected Spirit

Explosion
9. Stop a Loving Spirit
   To Invent a Hated Spirit

Explosion
10. Invent a Perceiving Spirit
   To Stop a Blinded Spirit

11. Stop a Fair Spirit
To Invent a Prejudiced Spirit
Explosion
12. Invent a Clean Spirit
To Stop a Dirty Spirit
Explosion
13. Stop an Arriving Spirit
to Invent a Departed Spirit
Explosion
14. Invent an Arriving Spirit
To Stop a Departed Spirit
Explosion
15. Stop a Clean Spirit
to Invent a Dirty Spirit
Explosion
16. Invent a Fair Spirit
To Stop a Prejudiced Spirit
Explosion
17. Stop a ~~Receiving~~ Perceiving Spirit
To Invent a Blinded Spirit
Explosion
18 Invent a Loving Spirit
To Stop a Hated Spirit
Explosion
19. Stop a Receiving Spirit
to Invent a Rejected Spirit

The BB GPM

Explosion

20. Invent an Informed Spirit
to Stop a Denied Spirit

Explosion

21. Stop a Bright Spirit
to Invent a Dim Spirit

Explosion

22. Invent a Filled Spirit
to Stop an Exhausted Spirit

Explosion

23. Stop a Kept Spirit
to Invent an Expended Spirit

Explosion

24. Invent an Open Spirit
to Stop a Closed Spirit

Explosion

25. Stop a Near Spirit
To Invent a far Spirit

Explosion

26. Invent a Beginning Spirit
to Stop an Ended Spirit

The BB GPM

Explosion
1. Stop a Beginning Head
To Invent an Ended Head
Explosion
2. Invent a Near Head
To Stop a Far Head
Explosion
3. Stop an Open Head
To Invent a Closed Head
Explosion
4. Invent a Kept Head
To Stop an Expended Head
Explosion
5. Stop a Filled Head
To Invent an Exhausted Head
Explosion
6. Invent a Bright Head
To Stop a Dim Head
Explosion
7. Stop an Informed Head
to Invent a Denied Head
Explosion
8. Invent a Receiving Head
To Stop a Rejected Head
Explosion
9. Stop a Loving Head
to Invent a Hated Head

BB GPM

Explosion

10. Invent a Rrceiving Head
To Stop a Blinded Head

Explosion

11. Stop a Fair Head
To Invent a Prejudiced Head

Explosion

12. Invent a Clean Head
To Stop a Dirty Head

Explosion

13. Stop an Arriving Head
To Invent a Departed Head

Explosion

14. Invent an Arriving Head
To Stop a Departed Head

Explosion

5. Stop a Clean Head
To Invent a Dirty Head

Explosion

16. Invent a Fair Head
To Stop a Prejudiced Head

Explosion

17. Stop a Perceiving Head
To Invent a Blinded Head

Explosion

18. Invent a Loving Head
to Stop a Hated Head

The BB GPM

Explosion
19. Stop a Receiving Head
To Invent a Rejected Head
Explosion
20. Invent an Informed Head
To Stop a Denied Head
Explosion
21. Stop a Bright Head
To Invent a Dim Head
Explosion
22. Invent a Filled Head
To Stop an Exhausted Head
Explosion
23. Stop a Kept Head
To Invent an Expended Head
Explosion
24. Invent an Open Head
To Stop a Closed Head
Explosion
25. Stop a Near Head
To Invent a far Head
Explosion
26. Invent a Beginning Head
To Stop an Ended Head

The BB GPM

Explosion
1. Stop a Beginning Memory
   To Invent an Ended Memory

Explosion
2. Invent a Near Memory
   To Stop a Far Memory

Explosion
3. Stop an Open Memory
   To Invent a Closed Memory

Explosion
4. Invent a Kept Memory
   To Stop an Expended Memory

Explosion
5. Stop a Filled Memory
   To Invent an Exhausted Memory

Explosion
6. Invent a Bright Memory
   To Stop a Dim Memory

Explosion
7. Stop an Informed Memory
   To Invent a Denied Memory

Explosion
8. Invent a Receiving Memory
   To Stop a Rejected Memory

Explosion
9. Stop a Loving Memory
   To Invent a Hated Memory

Explosion
10. Invent a Perceiving Memory
   To Stop a Blinded Memory

The BB GPM

Explosion

11. Stop a Fair Memory
To Invent a Prejudiced Memory

Explosion

12. Invent a Clean Memory
To Stop a Dirty Memory

Explosion

13. Stop an Arriving Memory
To Invent a Departed Memory

Explosion

14. Invent an Arriving Memory
To Stop a Departed Memory

Explosion

15. Stop a Clean Memory
To Invent a Dirty Memory

Explosion

16. Invent a Fair Memory
To Stop a Prejudiced Memory

Explosion

17. Stop a ~~Receiving~~ Perceiving Memory
To Invent a Blinded Memory

Explosion

18. Invent a Loving Memory
To Stop a Hated Memory

Explosion

19. Stop a Receiving Memory
To Invent a Rejected Memory

The BB GPM

Explosion

20. Invent an Informed Memory
To Stop a Denied Memory

Explosion

21. Stop a Bright Memory
To Invent a Dim Memory

Explosion

22. Invent a Filled Memory
To Stop an Exhausted Memory

Explosion

23. Stop a Kept Memory
To Invent an Expended Memory

Explosion

24. Invent an Open Memory
To Stop a Closed Memory

Explosion

25. Stop a Near Memory
To Invent a Far Memory

Explosion

26. Invent a Beginning Memory
To Stop an Ended Memory

The BB GPM

Explosion

1. Stop a Beginning Mass
To Invent an Ended Mass

Explosion

2. Invent a Near Mass
To Stop a Far Mass

Explosion

3 Stop an Open Mass
To Invent a Closed Mass

Explosion

4. Invent a Kept Mass
To Stop an Expended Mass

Explosion

5. Stop a Filled Mass
To Invent an Exhausted Mass

Explosion

6 Invent a Bright Mass
To Stop a Dim Mass

Explosion

7. Stop an Informed Mass
To Invent a Denied Mass

Explosion

8. Invent a Receiving Mass
To Stop a Rejected Mass

Explosion

9. Stop a Loving Mass
To Invent a Naked Mass

The BB GPM

Explosion

10. Invent a Perceiving Mass
    to Stop a Blinded Mass

Explosion

11. Stop a Fair Mass
    to Invent a Prejudiced Mass

Explosion

12. Invent a Clean Mass
    to Stop a ~~Prejudiced~~ Dirty Mass

Explosion

13. Stop an Arriving Mass
    to Invent a Departed Mass

Explosion

14. Invent an Arriving Mass
    to Stop a Departed Mass

Explosion

15. Stop a Clean Mass
    to Invent a Dirty Mass

Explosion

16. Invent a Fair Mass
    to Stop a Prejudiced Mass

Explosion

17. Stop a Perceiving Mass
    to Invent a Blinded Mass

Explosion

18. Invent a Loving Mass
    to Stop a Hated Mass

The BB GPM

Explosion

19. Stop a Receiving Mass
To Invent a Rejected Mass

Explosion

20. Invent an Informed Mass
To Stop a Denied Mass

Explosion

21. Stop a Bright Mass
to Invent a Dim Mass

Explosion

22. Invent a Filled Mass
To Stop an Exhausted Mass

Explosion

23. Stop a Kept Mass
To Invent an Expended Mass

Explosion

24. Invent an Open Mass
To Stop a Closed Mass.

Explosion

25. Stop a Near Mass
To Invent a Far Mass

Explosion

26. Invent a Beginning Mass
To Stop an Ended Mass

The BB GPM

Explosion
1. Stop a Beginning Thought
To Invent an Ended Thought
Explosion
2. Invent a Near Thought
to Stop a Far Thought
Explosion
3. Stop an Open Thought
To Invent a Closed Thought
Explosion
4. Invent a Kept Thought
To Stop an Expended Thought
Explosion
5. Stop a Filled Thought
To Invent an Exhausted Thought
Explosion
6. Invent a Bright Thought
to Stop a Dim Thought
Explosion
7. Stop an Informed Thought
To Invent a Denied Thought
Explosion
8. Invent a Receiving Thought
to Stop a Rejected Thought
Explosion
9. Stop a Loving Thought
To Invent a Hated Thought

The BB GPM

Explosion
10. Invent a Perceiving Thought
To Stop a Blinded Thought
Explosion
11. Stop a Fain Thought
To Invent a Prejudiced Thought
Explosion
12. Invent a Clean Thought
to Stop a Dirty Thought
Explosion
13. Stop an Arriving Thought
to Invent a Departed Thought
Explosion
14. Invent an Arriving Thought
to Stop a Departed Thought
Explosion
15 Stop a Clean Thought
To Invent a Dirty Thought
Explosion
16. Invent a Fain Thought
to Stop a Prejudiced Thought
Explosion
17. Stop a Perceiving Thought
to Invent a Blinded Thought
Explosion
18. Invent a Loving Thought
To Stop a Hated Thought.

Explosion

19. Stop a Receiving Thought
To Invent a Rejected Thought

Explosion

20. Invent an Informed Thought
To Stop a Denied Thought

Explosion

21. Stop a Bright Thought
to Invent a Dim Thought

Explosion

22. Invent a Filled Thought
To Stop an Exhausted Thought

Explosion

23. Stop a Kept Thought
To Invent an Expended Thought

Explosion

24. Invent an Open Thought
To Stop a Closed Thought

Explosion

25. Stop a Near Thought
To Invent a Far Thought

Explosion

21. Invent a Beginning Thought
To Stop an Ended Thought.

The BB GPM

Explosion

1. Stop a Beginning Universe
   To Invent an Ended Universe

Explosion

2. Invent a Near Universe
   To Stop a Far Universe

Explosion

3. Stop an Open Universe
   To Invent a Closed Universe

Explosion

4. Invent a Kept Universe
   To Stop an Expended Universe

Explosion

5. Stop a Filled Universe
   To Invent an Exhausted Universe

Explosion

6. Invent a Bright Universe
   To Stop a Dim Universe

Explosion

7. Stop an Informed Universe
   To Invent a Denied Universe

Explosion

8. Invent a Receiving Universe
   To Stop a Rejected Universe

Explosion

9. Stop a Loving Universe.
   To Invent a Hated Universe

The BBGPM

Explosion

10. Invent a Perceiving Universe
    To Stop a Blinded Universe

Explosion

11. Stop a Fair Universe
    To Invent a Prejudiced Universe

Explosion

12. Invent a Clean Universe
    To Stop a Dirty Universe

Explosion

13. Stop an Arriving Universe
    To Invent a Depart~~ing~~ed Universe

Explosion

14. Invent an Arriving Universe
    To Stop a Depart~~ing~~ed Universe

Explosion

15. Stop a Clean Universe
    To Invent a Dirty Universe

Explosion

16. Invent a Fair Universe
    To Stop a Prejudiced Universe

Explosion

17. Stop a Perceiving Universe
    To Invent a Blinded Universe

Explosion

18. Invent a Loving Universe
    To Stop a Hated Universe

Explosion
19. Stop a Receiving Universe
To Invent a Rejected Universe
Explosion
20. Invent an Informed Universe
to Stop a Denied Universe
Explosion
21. Stop a Bright Universe
To Invent a Dim Universe
Explosion
22. Invent a Filled Universe
To Stop an Exhausted Universe
Explosion
23. Stop a Kept Universe
To Invent an Expended Universe
Explosion
24. Invent an Open Universe
to Stop a Closed Universe
Explosion
25. Stop a Near Universe
to Invent a Far Universe
Explosion
26. Invent a Beginning Universe
To Stop an Ended Universe
Explosion

End of Series

The BB GPM

1. Stop a Beginning Belief
   To Invent an Ended Belief

Explosion

2. Invent a Near Belief
   To Stop a Far Belief

Explosion

3. Stop an Open Belief
   To Invent a Closed Belief

Explosion

4. Invent a Kept Belief
   To Stop an Expended Belief

Explosion

5. Stop a Filled Belief
   To Invent an Exhausted Belief

Explosion

6. Invent a Bright Belief
   To Stop a Dim Belief

Explosion

7. Stop an Informed Belief
   To Invent a Denied Belief

Explosion

8. Invent a Receiving Belief
   To Stop a ~~Receiving~~ Rejected Belief

Explosion

9. Stop a Loving Belief
   To Invent a Hated Belief

Explosion

10. Invent a Perceiving Belief
    To Stop a Blinded Belief

Explosion
11. Stop a Fair Beliefs
To Invent a Prejudiced Beliefs
Explosion
12. Invent a Clean Beliefs
To Stop a Dirty Beliefs
Explosion
13. Stop an Arriving Beliefs
To Invent a Departed Beliefs
Explosion
14. Invent an Arriving Beliefs
To Stop a Departed Beliefs
Explosion
15. Stop a Clean Beliefs
To Invent a Dirty Beliefs
Explosion
16. Invent a Fair Beliefs
To Stop a Prejudiced Beliefs
Explosion
17. Stop a Perceiving Beliefs
To Invent a Blinded Beliefs
Explosion
18. Invent a Loving Beliefs
To Stop a Hated Beliefs
Explosion
19. Stop a Receiving Beliefs
To Invent a Rejected Beliefs

Explosion
20. Invent an Informed Belief
To Stop a Denied Belief
Explosion
21. Stop a Bright Belief
To Invent a Dim Belief
Explosion
22. Invent a Filled Belief
To Stop an Exhausted Belief
Explosion
23. Stop a Kept Belief
To Invent an Expended Belief
Explosion
24 Invent an Open Belief
To Stop a Closed Belief
Explosion
25. Stop a Near Belief
To Invent a far Belief
Explosion
26. Invent a Beginning Belief
To Stop an Ended Belief

# #

Explosion
1. Stop a Beginning People
To Invent an Ended People

Explosion
2. Invent a Near People
To Stop a Far People

Explosion
3. Stop an Open People
To Invent a Closed People

Explosion
4. Invent a Kept People
To Stop an Expended People

Explosion
5. Stop a Filled People
To Invent an Exhausted People

Explosion
6. Invent a Bright People
To Stop a Dim People

Explosion
7. Stop an Informed People
To Invent a Denied People

Explosion
8. Invent a Receiving People
To Stop a Rejected People

Explosion
9. Stop a Loving People
To Invent a Hated People

Explosion
10. Invent a Perceiving People
To Stop a Blinded People

Explosion
11. Stop a Fair People
To Invent a Prejudiced People
Explosion
12. Invent a Clean People
To Stop a Dirty People
Explosion
13. Stop an Arriving People
To Invent a Departed People
Explosion
14. Invent an Arriving People
To Stop a Departed People
Explosion
15. Stop a Clean People
To Invent a Dirty People
Explosion
16. Invent a Fair People
To Stop a Prejudiced People
Explosion
17. Stop a Perceiving People
To Invent a Blinded People
Explosion
18. Invent a Loving People
To Stop a Hated People
Explosion
19. Stop a Receiving People
To Invent a Rejected People

Explosion
20. Invent an Informed People
To Stop a Denied People

Explosion
21. Stop a Bright People
To Invent a Dim People

Explosion
22. Invent a Filled People
To Stop an Exhausted People

Explosion
23. Stop a Kept People
To Invent an Exhausted People

Explosion
24. Invent an Open People
To Stop a Closed People

Explosion
25. Stop a Near People
To Invent a Far People

Explosion
26. Invent a Beginning People
To Stop an Ended People

# #

Explosion
1. Stop a Beginning Intention
. To Invent an Ended Intention
Explosion
2. Invent a Near Intention
. To Stop a Far Intention
Explosion
3. Stop an Open Intention
. To Invent a Closed Intention
Explosion
4. Invent a Kept Intention
. To Stop an Expended Intention
Explosion
5. Stop a Filled Intention
. To Invent an Exhausted Intention
Explosion
6. Invent a Bright Intention
. To Stop a Dim Intention
Explosion
7. Stop an Informed Intention
. To Invent a Denied Intention
Explosion
8. Invent a Receiving Intention
. To Stop a Rejected Intention
Explosion
9. Stop a Loving Intention
. To Invent a Hated Intention
Explosion
10. Invent a Perceiving Intention
To Stop a Blinded Intention

Explosion
11. Stop a Fair Intention
To Invent a Prejudiced Intention
Explosion
12. Invent a Clean Intention
To Stop a Dirty Intention
Explosion
13. Stop an Arriving Intention
To Invent a Departed Intention
Explosion
14. Invent an Arriving Intention
To Stop a Departed Intention
Explosion
15. Stop a Clean Intention
To Invent a Dirty Intention
Explosion
16. Invent a Fair Intention
To Stop a Prejudiced Intention
Explosion
17. Stop a Perceiving Intention
To Invent a Blinded Intention
Explosion
18. Invent a Loving Intention
To Stop a Hated Intention
Explosion
19. Stop a Receiving Intention
To Invent a Rejected Intention

Explosion
20. Invent an Informed Intention
To Stop a Denied Intention
Explosion
21. Stop a Bright Intention
To Invent a Dim Intention
Explosion
22. Invent a Filled Intention
to Stop an Exhausted Intention
Explosion
23. Stop a Kept Intention
To Invent an Expended Intention
Explosion
24. Invent an Open Intention
to Stop a Closed Intention
Explosion
25. Stop a Near Intention
To Invent a Far Intention
Explosion
26. Invent a Beginning Intention
To Stop an Ended Intention

The BB GPM

Explosion
1. Stop a Beginning Society
To Invent an Ended Society

Explosion
2. Invent a Near Society
To Stop a Far Society

Explosion
3 Stop an Open Society
To Invent a Closed Society

Explosion
4. Invent a Kept Society
To Stop an Expended Society

Explosion
5. Stop a Filled Society
to Invent an Exhausted Society

Explosion
6. Invent a Bright Society
To Stop a Dim Society

Explosion
7. Stop an Informed Society
To Invent a Denied Society

Explosion
8. Invent a Receiving Society
To Stop a Rejected Society

Explosion
9. Stop a Loving Society
to Invent a Hated Society

Explosion
10. Invent a Perceiving Society
To Stop a Blinded Society

The BB GPM

Explosion
11. Stop a Fair Society
To Invent a Prejudiced Society

Explosion
12. Invent a Clean Society
To Stop a Dirty Society

Explosion
13. Stop an Arriving Society
To Invent a Departed Society

Explosion
14. Invent an Arriving Society
To Stop a Departed Society

Explosion
15. Stop a Clean Society
to Invent a Dirty Society

Explosion
16. Invent a Fair Society
To Stop a Prejudiced Society

Explosion
17. Stop a Perceiving Society
To Invent a Blinded Society

Explosion
18. Invent a Loving Society
To Stop a Hated Society

Explosion
19. Stop a Receiving Society
to Invent a Rejected Society

Explosion

20. Invent an Informed Society
To Stop a Denied Society

Explosion

21. Stop a Bright Society
To Invent a Dim Society

Explosion

22. Invent a Filled Society
To Stop an Exhausted Society

Explosion

23. Stop a Kept Society
To Invent an Expended Society

Explosion

24. Invent an Open Society
To Stop a Closed Society

Explosion

25. ~~Te~~ Stop a Near Society
To Invent a Far Society

Explosion

26. Invent a Beginning Society
To Stop an Ended Society

Explosion
1. Stop a Beginning Custom
To Invent an Ended Custom
Explosion
2. Invent a Near Custom
To Stop a Far Custom
Explosion
3. Stop an Open Custom
To Invent a Closed Custom
Explosion
4. Invent a Kept Custom
To Stop an Expended Custom
Explosion
5. Stop a Filled Custom
to Invent an Exhausted Custom
Explosion
6. Invent a Bright Custom
to Stop a Dim Custom
Explosion
7. Stop an Informed Custom
to Invent a Denied Custom
Explosion
8. Invent a Receiving Custom
to Stop a Rejected Custom
Explosion
9. Stop a Loving Custom
To Invent a Hated Custom
Explosion
10. Invent a Perceiving Custom
to Stop a Blinded Custom

Explosion
11. Stop a Fair Custom.
, To Invent a Prejudiced Custom
Explosion
12. Invent a Clean Custom
, to Stop a Dirty Custom
Explosion
13. Stop an Arriving Custom
, to Invent a Departed Custom
Explosion
14. Invent an Arriving Custom
, To Stop a Departed Custom
Explosion
15. Stop a Clean Custom
, to Invent a Dirty Custom
Explosion
16. Invent a Fair Custom
, To Stop a Prejudiced Custom
Explosion
17. Stop a Perceiving Custom
to Invent a Blinded Custom
Explosion
18. Invent a Loving Custom
, to Stop a Hated Custom
Explosion
19. Stop a Receiving Custom
To Invent a Rejected Custom

Explosion
20. Invent an Informed Custom
To Stop a Denied Custom
Explosion
21. Stop a Bright Custom
To Invent a Dim Custom
Explosion
22. Invent a Filled Custom
To Stop an Exhausted Custom
Explosion
23. Stop a Kept Custom
To Invent an Expended Custom
Explosion
24. Invent an Open Custom
To Stop a Closed Custom
Explosion
25. Stop a Near Custom
To Invent a Far Custom
Explosion
26. Invent a Beginning Custom
To Stop an Ended Custom

Explosion
1. Stop a Beginning Government
To Invent an Ended Government

Explosion
2. Invent a Near government
To Stop a Far government

Explosion
3. Stop an Open Government
To Invent a Closed government

Explosion
4. Invent a Kept Government
To Stop an Expended Government

Explosion
5. Stop a Filled Government
to Invent an Exhausted Government

Explosion
6. Invent a Bright government
To Stop a Dim government

Explosion
7. Stop an Informed Government
To Invent a Denied Government

Explosion
8. Invent a Receiving Government
To Stop a Rejected Goverment

Explosion
9. Stop a Loving Government
to Invent a Hated Government

Explosion
10. Invent a Perceiving Government
to Stop a Blinded Government

Explosion
11. Stop a Fair Government
To Invent a Prejudiced Government
Explosion
12. Invent a Clean Government
To Stop a Dirty government
Explosion
13. Stop an Arriving Government
To Invent a Departed Government
Explosion
14. Invent an Arriving Government
To Stop a Departed Government
Explosion
15. Stop a Clean Government
To Invent a Dirty Government
Explosion
16. Invent a Fair Government
To Stop a Prejudiced Government
Explosion
17. Stop a Perceiving Government
To Invent a Blinded Government
Explosion
18. Invent a Loving Government
To Stop a Hated Government
Explosion
19. Stop a Receiving Government
To Invent a Rejected Government

Explosion
20. Invent an Informed Government
To Stop a Denied Government
Explosion
21. Stop a Bright Government
To Invent a Dim Government
Explosion
22. Invent a Filled Government
To Stop an Exhausted Government
Explosion
23. Stop a Kept Government
To Invent an Expended Government
Explosion
24. Invent an Open Government
To Stop a Closed Government
Explosion
25 Stop a Near Government
To Invent a Far Government
Explosion
26. Invent a Beginning Government
To Stop an Ended Government

Explosion
1. Stop a Beginning Concept
, To Invent an Ended Concept
Explosion
2. Invent a Near Concept
, To Stop a Far Concept
Explosion
3 Stop an Open Concept
, To Invent a Closed Concept
Explosion
4. Invent a Kept Concept
, To Stop an Expended Concept
Explosion
5. Stop a Filled Concept
, To Invent an Exhausted Concept
Explosion
6. Invent a Bright Concept
, To Stop a Dim Concept
Explosion
7. Stop an Informed Concept
. To Invent a Denied Concept
Explosion
8. Invent a Receiving Concept
.to Stop a Rejected Concept
Explosion
9. Stop a Loving Concept
To Invent a Naked Concept

Explosion

10. Invent a Perceiving Concept
 To Stop a Blinded Concept

Explosion

11. Stop a Fair Concept
 To Invent a Prejudiced Concept

Explosion

12. Invent a Clean Concept
 To Stop a Dirty Concept

Explosion

13. Stop an Arriving Concept
 To Invent a Departed Concept

Explosion

14. Invent an Arriving Concept
 To Stop a Departed Concept

Explosion

15. Stop a Clean Concept
 To Invent a Dirty Concept

Explosion

16. Invent a Fair Concept
 To Stop a Prejudiced Concept

Explosion

17. Stop a Receiving Concept
 To Invent a Blinded Concept

Explosion

18. Invent a Loving Concept
 To Stop a Hated Concept

Explosion
19. Stop a Receiving Concept
To Invent a Rejected Concept
Explosion
20. Invent an Informed Concept
To Stop a Denied Concept
Explosion
21. Stop a Bright Concept
To Invent a Dim Concept
Explosion
22. Invent a Filled Concept
To Stop an Exhausted Concept
Explosion
23. Stop a Kept Concept
To Invent an Expended Concept
Explosion
24. Invent an Open Concept
To Stop a Closed Concept
Explosion
25. Stop a Near Concept
To Invent a Far Concept
Explosion
26. Invent a Beginning Concept
To Stop an Ended Concept

# #

Explosion
1. Stop a Beginning Religion
To Invent an Ended Religion
Explosion
2. Invent a Near Religion
To Stop a Far Religion
Explosion
3. Stop an Open Religion
To Invent a Closed Religion
Explosion
4. Invent a Kept Religion
To Stop an Expended Religion
Explosion
5. Stop a Filled Religion
To Invent an Exhausted Religion
Explosion
6. Invent a Bright Religion
To Stop a Dim Religion
Explosion
7. Stop an Informed Religion
To Invent a Denied Religion
Explosion
8. Invent a Receiving Religion
to Stop a Rejected Religion
Explosion
9. Stop a Loving Religion
To Invent a Hated Religion

Explosion

10 Invent a Pereeiving Religion
To Stop a Blinded Religion

Explosion

11. Stop a Fair Religion
To Invent a Prejudiced Religion

Explosion

12. Invent a Clean Religion
To Stop a Dirty Religion

Explosion

13. Stop an Arriving Religion
To Invent a Departed Religion

Explosion

14. Invent an Arriving Religion
To Stop a Departed Religion

Explosion

15. Stop a Clean Religion
To Invent a Dirty Religion

Explosion

16. Invent a Fair Religion
To Stop a Prejudiced Religion

Explosion

17. Stop a Perceiving Religion
To Invent Blinded Religion

Explosion

18. Invent a Loving Religion
To Stop a Hated Religion

Explosion
19. Stop a Receiving Religion
To Invent a Rejected Religion
Explosion
20. Invent an Informed Religion
To Stop a Denied Religion
Explosion
21. Stop a Bright Religion
To Invent a Dim Religion
Explosion
22. Invent a Filled Religion
To Stop an Exhausted Religion
Explosion
23. Stop a Kept Religion
To Invent an Expended Religion
Explosion
24. Invent an Open Religion
To Stop a Closed Religion
Explosion
25. Stop a Near Religion
To Invent a Far Religion
Explosion
26. Invent a Beginning Religion
To Stop an Ended Religion

# #

Explosion
1. Stop a Beginning Computation to Invent an Ended Computation

Explosion
2. Invent a Near Computation to Stop a Far Computation

Explosion
3. Stop an Open Computation to Invent a Closed Computation

Explosion
4. Invent a Kept Computation to Stop an Expanded Computation

Explosion
5. Stop a Filled Computation to Invent an Exhausted Computation

Explosion
6. Invent a Bright Computation to Stop a Dim Computation

Explosion
7. Stop an Informed Computation to Invent a Denied Computation

Explosion
8. Invent a Receiving Computation to Stop a Rejected Computation

Explosion
9. Stop a Loving Computation To Invent a Hated Computation

Explosion

10. Invent a Perceiving Computation
.To Stop a Blinded Computation

Explosion

11. Stop a Fair Computation
.to Invent a Prejudiced Computation

Explosion

12. Invent a Clean Computation
.to Stop a Dirty Computation

Explosion

13. Stop an Arriving Computation
.to Invent a Departed Computation

Explosion

14 Invent an Arriving Computation
.To Stop a Departed Computation

Explosion

15. Stop a Clean Computation
.to Invent a Dirty Computation

Explosion

16. Invent a Fair Computation
.To Stop a Prejudiced Computation

Explosion

17. Stop a Receiving Computation
.To Invent am Blinded Computation

Explosion

18. Invent a Loving Computation
To Stop a Hated Computation

Explosion
19. Stop a Receiving Computation
To Invent a Rejected Computation

Explosion
20. Invent an Informed Computation
To Stop a Denied Computation

Explosion
21. Stop a Bright Computation
to Invent a Dim Computation

Explosion
22. Invent a Filled Computation
to Stop an Exhausted Computation

Explosion
23. Stop a Kept Computation
To Invent an Expended Computation

Explosion
24. Invent an Open Computation
To Stop a Closed Computation

Explosion
25. Stop a Near Computation
to Invent a Far Computation

Explosion
26. Invent a Beginning Computation
To Stop an Ended Computation

#

Explosion
1. Stop a Beginning System
(26) To Invent an Ended System
Explosion
2. Invent a Near System
(25) To Stop a Far System
Explosion
3. Stop an Open System
(24) To Invent a Closed System.
Explosion
4. Invent a Kept System
(23) To Stop an Expended System
Explosion
5 Stop a Filled System
(24) To Invent an Exhausted System
Explosion
6. Invent a Bright System
(21) To Stop a Dim System
Explosion
7. Stop an Informed System
(20) To Invent a Denied System
Explosion
8. Invent a Receiving System
(19) To Stop a Rejected System
Explosion
9. Stop a Loving System
(18) To Invent a Hated System

Explosion
10. Invent a Perceiving System
(17) . To Stop a Blinded System
Explosion
11. Stop a Fair System
(16) . To Invent a Prejudiced System
Explosion
12. Invent a Clean System
(15) To Stop a Dirty System
Explosion
13. Stop an Arriving System
(14) . To Invent a Departed System
Explosion
14. Invent an Arriving System
(13) . To Stop a Departed System
Explosion
15. Stop a Clean System
(12) . To Invent a Dirty System
Explosion
16. Invent a Fair System
(11) . To Stop a Prejudiced System
Explosion
17. Stop a ~~Receiving~~ Perceiving System
(10) To Invent a Blinded System
Explosion
18. Invent a Loving System
(9) To Stop a Hated System

Explosion
19. Stop a Receiving System
(8) . To Invent a Rejected System
Explosion
20. Invent an Informed System
(7) . To Stop a Denied System
Explosion
21. Stop a Bright System
(6) To Invent a Dim System
Explosion
22. Invent a Filled System
(5) To Stop an Exhausted System

Explosion
23. Stop a Kept System
(4) to Invent an Expended System
Explosion
24. Invent an Open System
(3) . To Stop a Closed System
Explosion
25. Stop a Near System
(2) . To Invent a Far System
Explosion
26. Invent a Beginning System
(1) To Stop an Ended System

# #

Explosion
1. Stop a Beginning Reason
(26) To Invent an Ended Reason
Explosion
2. Invent a Near Reason
(25) to Stop a Far Reason
Explosion
3. Stop an Open Reason
(24) to Invent a Closed Reason
Explosion
4 Invent a Kept Reason
(23) To Stop an Expended Reason
Explosion
5 Stop a Filled Reason
(22) to Invent an Exhausted Reason
Explosion
6 Invent a Bright Reason
(21) To Stop a Dim Reason
Explosion
7. Stop an Informed Reason
(20) To Invent a Denied Reason
Explosion
8. Invent a Receiving Reason
(19) to Stop a Rejected Reason
Explosion
9. Stop a Loving Reason
(18) to Invent a Hated Reason

Explosion
10. Invent a Receiving Reason
(17) . To Stop a Blinded Reason
Explosion
11. Stop a Fair Reason
(16) . To Invent a Prejudiced Reason
Explosion
12. Invent a Clean Reason
(15) . to Stop a Dirty Reason
Explosion
13. Stop an Arriving Reason
(14) . To Invent a Departed Reason
Explosion
14. Invent an Arriving Reason
(13) . To Stop a Departed Reason
Explosion
15. Stop a Clean Reason
(12) . To Invent a Dirty Reason
Explosion
16. Invent a Fair Reason
(11) . To Stop a Prejudiced Reason
Explosion
17. Stop a ~~Receiving~~ Perceiving Reason
(10) . To Invent a Blinded Reason
Explosion
18. Invent a Loving Reason
(9) . To Stop a Hated Reason

Explosion
19. Stop a Receiving Reason
(8) . To Invent a Blinded Reason
Explosion
20. Invent an Informed Reason
(7) . To Stop a Denied Reason
Explosion
21. Stop a Bright Reason
(6) . to Invent a Dim Reason
Explosion
22. Invent a Filled Reason
(5) . to Stop an Exhausted Reason
Explosion
23. Stop a Kept Reason
(4) . To Invent an Expended Reason
Explosion
24. Invent an Open Reason
(3) . To Stop a Closed Reason
Explosion
25. Stop a Near Reason
(2) To Invent a Far Reason
Explosion
26. Invent a Beginning Reason
(1) To Stop an Ended Reason

Explosion
1. Stop a Beginning Health
(26) To Invent an Ended Health
Explosion
2. Invent a Near Health
(25) To Stop a Far Health
Explosion
3. Stop an Open Health
(24) To Invent a Closed Health
Explosion
4. Invent a Kept Health
(23) To Stop an Expended Health
Explosion
5. Stop a Filled Health
(22) To Invent an Exhausted Health
Explosion
6. Invent a Bright Health
(21) To Stop a Dim Health
Explosion
7. Stop an Informed Health
(20) To Invent a Denied Health
Explosion
8. Invent a Receiving Health
(19) To Stop a Rejected Health
Explosion
9. Stop a Loving Health
(18) To Invent a Hated Health

Explosion
10. Invent a Perceiving Health
(17) To Stop a Blinded Health
Explosion
11. Stop a Fair Health
(16) to Invent a Prejudiced Health
Explosion
12 Invent a Clean Health
(15) To Stop a Dirty Health
Explosion
13 Stop an Arriving Health
(14) to Invent a Departed Health
Explosion
14 Invent an Arriving Health
(13) To Stop a Departed Health
Explosion
15. Stop a Clean Health
(12) to Invent a Dirty Health
Explosion
16 Invent a Fair Health
(11) To Stop a Prejudiced Health
Explosion
17. Stop a Perceiving Health
(10) To ~~Stop~~ Invent a Blinded Health
Explosion
18. Invent a Loving Health
(9) To Stop a Hated Health

Explosion
19. Stop a Receiving Health
(8) To Invent a Rejected Health
Explosion
20. Invent an Informed Health
(7) To Stop a Denied Health
Explosion
21. Stop a Bright Health
(6) To Invent a Dim Health
Explosion
22. Invent a Filled Health
(5) To Stop an Exhausted Health
Explosion
23. Stop a Kept Health
(4) To Invent an Expended Health
Explosion
24. Invent an Open Health
(3) To Stop a Closed Health
Explosion
25. Stop a Near Health
(2) To Invent a Far Health
Explosion
26. Invent a Begining Health
(1) To Stop an ~~Departed~~ ENDED Health

# #

Explosion
1 Stop a Beginning Logic
(26) To Invent an Ended Logic
Explosion
2 Invent a Near Logic
(25) To Stop a Far Logic
Explosion
3 Stop an Open Logic
(24) To Invent a Closed Logic
Explosion
4 Invent a Kept Logic
(23) To Stop an Expended Logic
Explosion
5 Stop a Filled Logic
(22) To Invent an Exhausted Logic
Explosion
6 Invent a Bright Logic
(21) To Stop a Dim Logic
Explosion
7 Stop an Informed Logic
(20) To Invent a Denied Logic
Explosion
8 Invent a Receiving Logic
(19) To Stop a Rejected Logic
Explosion
9 Stop a Loving Logic
(18) To Invent a Hated Logic

Explosion
10. Invent a Perceiving Logic
(17) . To Stop a Blinded Logic
Explosion
11. Stop a Fair Logic
(16) . To Invent a Prejudiced Logic
Explosion
12. Invent a Clean Logic.
(15) . To Stop a Dirty Logic
Explosion
13. Stop an Arriving Logic.
(14) . To Invent a Departed Logic
Explosion
14. Invent an Arriving Logic.
(13) To Stop a Departed Logic
Explosion
15 Stop a Clean Logic
(12) . To Invent a Dirty Logic
Explosion
16. Invent a Fair Logic
(11) . To Stop a Prejudiced Logic
Explosion
17. Stop a Perceiving Logic
(10) . To Invent a Blinded Logic
Explosion
18. Invent a Loving Logic
(9) To Stop a Hated Logic

Explosion
19. Stop a Receiving Logic
(8) To Invent a Rejected Logic
Explosion
20 Invent an Informed Logic
(7) To Stop a Denied Logic
Explosion
21. Stop a Bright Logic
(6) To Invent a Dim Logic
Explosion
22. Invent a Filled Logic
(5) To Stop an Exhausted Logic
Explosion
23. Stop a Kept Logic
(4) To Invent an Expended Logic
Explosion
24. Invent an Open Logic
(3) To Stop a Closed Logic
Explosion
25. Stop a Near Logic
(2) To Invent a Far Logic
Explosion
26. Invent a Beginning Logic
(1) To Stop an Ended Logic

# #

Explosion
1. Stop a Beginning Poison
(26) To Invent an Ended Poison
Explosion
2. Invent a Near Poison
(25) To Stop a Far Poison
Explosion
3. Stop an Open Poison
(24) To Invent a Closed Poison
Explosion
4. Invent a Kept Poison
(23) To Stop an Expended Poison
Explosion
5 Stop a Filled Poison
(22) To Invent an Exhausted Poison
Explosion
6. Invent a Bright Poison
(21) To Stop a Dim Poison
Explosion
7. Stop an Informed Poison
(20) To Invent a Denied Poison
Explosion
8. Invent a Receiving Poison
(19) To Stop a Rejected Poison
Explosion
9. Stop a Loving Poison
(18) To Invent a Rejected Poison

Explosion
10. Invent a Perceiving Poison
(17) To Stop a Blinded Poison
Explosion
11. Stop a Fair Poison
(16) To Invent a Rejected Poison
Explosion
12. Invent a Clean Poison
(15) To Stop a Dirty Poison
Explosion
13. Stop an Arriving Poison
(14) To Invent a Departed Poison
Explosion
14. Invent an Arriving Poison
(13) To Stop a Departed Poison
Explosion
15. Stop a Clean Poison
(12) To Invent a Dirty Poison
Explosion
16. Invent a Fair Poison
(11) To Stop a Prejudiced Poison
Explosion
17. Stop a Perceiving Poison
(10) to Invent a Blinded Poison
Explosion
18 Invent a Loving Poison
(9) To Stop a Hated Poison

Explosion
19. Stop a Receiving Poison
(8) . To Invent a Rejected Poison
Explosion
20. Invent an Informed Poison
(7) To Stop a Denied Poison
Explosion
21. Stop a Bright Poison
(6) . To Invent a Dim Poison
Explosion
22. Invent a Filled Poison
(5) . To Stop an Exhausted Poison
Explosion
23. Stop a Kept Poison
(4) . To Invent an Expended Poison
Explosion
24. Invent an Open Poison
(3) . To Stop a Closed Poison
Explosion
25 Stop a Near Poison
(2) . To Invent a Far Poison
Explosion
26 Invent a Beginning Poison
(1) To Stop an Ended Poison

# #

Explosion
1. Stop a Beginning Secret
(26) . To Invent an Ended Secret
Explosion
2. Invent a Near Secret
(25) . To Stop a Far Secret
Explosion
3. Stop an Open Secret
(24) To ~~Stop~~ Invent a Closed Secret
Explosion
4. Invent a Kept Secret
(23) . To Stop an Expended Secret
Explosion
5. Stop a Filled Secret
(22) . To Invent an Exhausted Secret
Explosion
6. Invent a Bright Secret
(21) . To Stop a Dim Secret
Explosion
7. Stop an Informed Secret
(20) . to Invent a Denied Secret
Explosion
8 Invent a Receiving Secret
(19) To Stop a Rejected Secret
Explosion
9. Stop a Loving Secret
(18) To Invent a Hated Secret

Explosion
10. Invent a Perceiving Secret
(17) To Stop a Blinded Secret
Explosion
11. Stop a Fair Secret
(16) To Invent a Prejudiced Secret
Explosion
12. Invent a Clean Secret
(15) To Stop a Dirty Secret
Explosion
13. Stop an Arriving Secret
(14) To Invent a Departed Secret
Explosion
14. Invent an Arriving Secret
(13) To Stop a Departed Secret
Explosion
15. Stop a Clean Secret
(12) to Invent a Dirty Secret
Explosion
16. Invent a Fair Secret
~~(12)~~ (11) To Stop a Prejudiced Secret
Explosion
17. Stop a Perceiving Secret
(10) To Invent a ~~Dirty~~ Blinded Secret
Explosion
18 Invent a Loving Secret
(9) ~~(7)~~ To Stop a Hated Secret

Explosion
19. Stop a Receiving Secret
(8) . To Invent a Rejected Secret
Explosion
20. Invent an Informed Secret
(7) . To Stop a Denied Secret
Explosion
21. Stop a Bright Secret
(6) . To Invent a Dim Secret
Explosion
22. Invent a Filled Secret
(5) . To Stop an Exhausted Secret
Explosion
23. Stop a Kept Secret
(4) . To Invent an Expended Secret
Explosion
24. Invent an Open Secret
(3) . To Stop a Closed Secret
Explosion
25. Stop a Near Secret
(2) . To Invent a Far Secret
Explosion
26. Invent a Beginning Secret
(1) To Stop an Ended Secret

# #

Explosion
1. Stop a Beginning Interior
(26) . To Invent an Ended Interior
Explosion
2. Invent a Near Interior.
(25) . To Stop a Far Interior
Explosion
3. Stop an Open Interior
(24) . to Invent a Closed Interior
Explosion
4. Invent a Kept Interior
(23) . To Stop an Expended Interior
Explosion
5. Stop a Filled Interior
(22) . To Invent an Exhausted Interior
Explosion
6. Invent a Bright Interior
(21) . To Stop ~~an E~~ a Dim Interior
Explosion
7. Stop an Informed Interior
(20) . To Invent a Denied Interior
Explosion
8. Invent a Receiving Interior
(19) . to Stop a Rejected Interior
Explosion
9. Stop a Loving Interior
(18) To Invent a Hated Interior

Explosion
10. Invent a Perceiving Interior
(7) To Stop a Blinded Interior
Explosion
11. Stop a Fair Interior
(16) To Invent a Prejudiced Interior
Explosion
12 Invent a Clean Interior
(15) To Stop a Dirty Interior
Explosion
13. Stop an Arriving Interior
(14) To Invent a Departed Interior
Explosion
14. Invent an Arriving Interior
(13) To Stop a Departed Interior
Explosion
15 Stop a Clean Interior
(12) To Invent a Dirty Interior
Explosion
16. Invent a Fair Interior
(11) To Stop a Prejudiced Interior
Explosion
17. Stop a Perceiving Interior
(10) To Invent a Blinded Interior
Explosion
18. Invent a Loving Interior
(9) To Stop a Hated Interior

Explosion
19. Stop a Receiving Interior
(8) . To Invent a Rejected Interior
Explosion
20. Invent an Informed Interior
(7) . To Stop a Denied Interior
Explosion
21. Stop a Bright Interior
(6) . To Invent a Dim Interior
Explosion
22. Invent a Filled Interior
(5) . To Stop an Exhausted Interior
Explosion
23. Stop a Kept Interior
(4) To Invent an Expended Interior
Explosion
24. Invent an Open Interior
(3) . To Stop a Closed Interior
Explosion
25. Stop a Near Interior
(2) . To Invent a Far Interior
Explosion
26. Invent a Beginning Interior
(1) To Stop an Ended Interior

# #

Explosion
1. Stop a Beginning Amnesia
(26) To Invent an Ended Amnesia
Explosion
2. Invent a Near Amnesia
(25) To Stop a Far Amnesia
Explosion
3. Stop an Open Amnesia
(24) To Invent a Closed Amnesia
Explosion
4. Invent a Kept Amnesia
(23) To Stop an Expended Amnesia
Explosion
5. Stop a Filled Amnesia
(22) To Invent an Exhausted Amnesia
Explosion
6. Invent a Bright Amnesia
(21) To Stop a Dim Amnesia
Explosion
7. Stop an Informed Amnesia
(20) To Invent a Denied Amnesia
Explosion
8. Invent a Receiving Amnesia
(19) To Stop a Rejected Amnesia
Explosion
9. Stop a Loving Amnesia
(18) To Invent a Hated Amnesia

Explosion
10. Invent a Perceiving Amnesia
(17) . To Stop a Blinded Amnesia
Explosion
11. Stop a Fair Amnesia
(16) . To Invent a Prejudiced Amnesia
Explosion
12. Invent a Clean Amnesia
(15) . To Stop a Dirty Amnesia
Explosion
13. Stop an Arriving Amnesia
(14) . To Invent a Departed Amnesia
Explosion
14. Invent an Arriving Amnesia
(13) . To Stop a Departed Amnesia
Explosion
15. Stop a Clean Amnesia
(12) . To Invent a Dirty Amnesia
Explosion
16. Invent a Fair Amnesia
(11) . To Stop a Prejudiced Amnesia
Explosion
17. Stop a Perceiving Amnesia
(10) . To Invent a Blinded Amnesia
Explosion
18. Invent a Loving Amnesia
(9) To Stop a Hated Amnesia

Explosion

19. Stop a Receiving Amnesia
(8) . To Invent a Rejected Amnesia

Explosion

20. Invent an Informed Amnesia
(7) . To Stop a Denied Amnesia

Explosion

21. Stop a Bright Amnesia
(6) , To Invent a Dim Amnesia

Explosion

22. Invent a Filled Amnesia
(5) , To Stop An Exhausted Amnesia

Explosion

23. Stop a Rept Amnesia
(4) To Invent an Expended Amnesia

Explosion

24: Invent an Open Amnesia
(3) . To Stop a Closed Amnesia

Explosion

25. Stop a Near Amnesia
(2) . To Invent a Far Amnesia

Explosion

26. Invent a Beginning Amnesia
(1). . To Stop an Ended Amnesia

Explosion

###

The BB GPM (79)

After the Last Item (pg 78) there is a (A) SMASH!

Then 5 remarks as follows:

1. You Can't Create Anything Now
2. You Will Never Be Able to Create Again
3 STOP CREATING
4. Creating Is Impossible for you
5. You Cannot Create Ever Again

Then another (B) Smash!
Run Centre Twice
Then The 26 GPMs Repeat
"BACKWARDS." (Item #26 to Item #1)

Use The Same Sheets.
Start with Item 26, GPM 26
(the last item in page 78)
and numbering backwards
run The entire Sequence
again. (The 2nd Series
numbers are in brackets)

# #

Note: In Running
The Basic GPM
Items sometimes do
not read because
of the sense of the item.
The pc "dramatizes it"
a bit and as it seems
to say one shouldn't
gets no read. By
continuing to try, the item
reads properly.

Note: There are GPMs
earlier than this

The Basic gPM Trillions 15/10 Sept 66

An Explosion (getreads all off it.)

1. You must Construct a Picture Machine
You Must Not Construct a Picture Machine

2. You Must Eradicate a Picture Machine
You Must Not Eradicate a Picture Machine

3. You Must Create a Picture Machine
You Must Not Create a Picture Machine

4. You Must Destroy a Picture Machine
You Must Not Destroy a Picture Machine

5. You Must Feed a Picture Machine
You Must Not Feed a Picture Machine

6. You Must Starve a Picture Machine
You Must Not Starve a Picture Machine

7. You Must Believe a Picture Machine
You Must Not Believe a Picture Machine

8. You Must Disbelieve a Picture Machine
You Must Not Disbelieve a Picture Machine.

The Basic JPM

10 Sept 66

9. You Must Desire a Picture Machine
You Must Not Desire a Picture Machine

10. You Must Eschew (means forgo) a Picture Machine
You Must Not Eschew a Picture Machine

11. You Must Approach a Picture Machine
You Must Not Approach a Picture Machine

12. You Must Avoid a Picture Machine
You Most Not Avoid a Picture Machine

13. You Must Join a Picture Machine
You Must Not Join a Picture Machine

14. You Must Sever a Picture Machine
You most Not Sever a Picture Machine

15. You Must Contact a Picture Machine
You Must Not Contact a Picture Machine

16. You Must Separate from a Picture Machine
You Must Not Separate from a Picture Machine

17. You must Connect to a Picture Machine
You Must Not Connect to a Picture Machine

18. You Must Disconnect from a Picture Machine
You Must Not Disconnect from a Picture Machine

19. You Must Communicate with a Picture Machine
You Must Not Communicate With a Picture Machine

20. You Must Spurn a Picture Machine
You Must Not Spurn a Picture Machine

21. You Must Agree With a Picture Machine
You Must Not Agree With a Picture Machine

22. You Must Disagree With a Picture Machine
You Must Not Disagree With a Picture Machine

23. You Must Like a Picture Machine
You Must Not Like a Picture Machine

24. You Must Dislike a Picture Machine
You Must Not Dislike a Picture Machine

25. You Must Love a Picture Machine
You Must Not Love a Picture Machine

26. You Must Despise a Picture Machine
You Must Not Despise a Picture Machine

27. You Must Value a Picture Machine
You Must Not Value a Picture Machine

28. You Must Condemn a Picture Machine
You Must Not Condemn a Picture Machine

29. You Must Welcome a Picture Machine
You Must Not Welcome a Picture Machine

30. You Must Refuse a Picture Machine
You Must Not Refuse a Picture Machine

31. You Must Contentrate ~~Up~~On a Picture Machine
You Must Not Concentrate On a Picture Machine

32. You Must Disperse from a Picture Machine
You Must Not Disperse from a Picture Machine

33. You Must Fixate ~~Up~~On a Picture Machine
You Must Not Fixate On a Picture Machine

34. You Must Disassociate from a Picture Machine
You Must Not Disassociate from a Picture Machine

The Basic JPM

35. You Must Heed a Picture Machine
You Must Not Heed a Picture Machine

36. You Must Ignore a Picture Machine
You Must Not Ignore a Picture Machine

37. You Must Depend Upon a Picture Machine
You Must Not Depend Upon a Picture Machine

38. You Must Blame a Picture Machine
You Must Not Blame a Picture Machine

39. You Must Maintain a Picture Machine
You Must Not Maintain a Picture Machine

40. You Must Damage a Picture Machine
You Must Not Damage a Picture Machine

41. You Must Care for a Picture Machine
You Must Not Care for a Picture Machine

42. You Must Abuse a Picture Machine
You Must Not Abuse a Picture Machine

43. You Must Have a Picture Machine
You Must Not Have a Picture Machine

44. You Must Discard a Picture Machine
You Must Not Discard a Picture Machine

The Basic GPM

45. You Must Obtain a Picture Machine
You Must Not Obtain a Picture Machine

46. You Must Reject a Picture Machine
You Must Not Reject a Picture Machine

47. You Must Acquire a Picture Machine
You Must Not Acquire a Picture Machine

48. You Must Abandon a Picture Machine
You Must Not Abandon a Picture Machine

49. You Must Use a Picture Machine
You Must Not Use a Picture Machine

50. You Must Neglect a Picture Machine
You Must Not Neglect a Picture Machine

51. You Must Utilize a Picture Machine
You Must Not Utilize a Picture Machine

52. You Must ~~Disemploy~~ Dispense with a Picture Machine,
You Must Not Dispense With a Picture Machine

53. You Must ~~Overwork~~ ~~Work~~ ~~Overwork~~ Validate a Picture Machine
You Must Not ~~Overwork~~ ~~Work~~ ~~Overwork~~ Validate a Picture Machine

54. You Must ~~Underwork~~ ~~Rest~~ ~~Underwork~~ Invalidate a Picture Machine
You Must Not ~~Rest~~ ~~Underwork~~ Invalidate a Picture Machine

The Basic of PM

55. You Must Exaggerate a Picture Machine
You Must Not Exaggerate a Picture Machine

56. You Must ~~Depreciate~~ Reduce a Picture Machine
You Must Not ~~Depreciate~~ Reduce a Picture Machine

57. You Must Boast About a Picture Machine
You Must Not Boast About a Picture Machine

58. You Must Apologize for a Picture Machine
You Must Not Apologize for a Picture Machine

59. You Must Compliment a Picture Machine
You Must Not Compliment a Picture Machine

60. You Must Excuse a Picture Machine
You Must Not Excuse a Picture Machine

61. You Must Show a Picture Machine
You Must Not Show a Picture Machine

62. You Must Screen a Picture Machine
You Must Not Screen a Picture Machine

63. You Must Reveal a Picture Machine
You Must Not Reveal a Picture Machine

64. You Must Hide a Picture Machine
You Must Not Hide a Picture Machine

The Basic GPM

65. You Must Recognize a Picture Machine
You Must Not Recognize a Picture Machine

66. You Must Blank Out a Picture Machine
You Must Not Blank Out a Picture Machine

67. You Must Discover a Picture Machine
You Must Not Discover a Picture Machine

68. You Must Overlook a Picture Machine
You Must Not Overlook a Picture Machine

69. You Must Remember a Picture Machine
You Must Not Remember a Picture Machine

70. You Must Forget a Picture Machine
You Must Not Forget a Picture Machine
An Explosion
End of GPM

One Command GPM trillcons 30th
(Extra Item) Stay (repeated)

1. Seek Treasure
Do Not Seek Treasure
Abandon Treasure
Do Not Abandon Treasure

2. Discover Treasure
Do Not Discover Treasure
Overlook Treasure
Do Not Overlook Treasure

3. Find Treasure
Do Not Find Treasure
Miss Treasure
Do Not Miss Treasure

4. Grab Treasure
Do Not Grab Treasure
Loose Treasure
Do Not Loose Treasure

5. Clutch Treasure
Do Not Clutch Treasure
Release Treasure
Do Not Release Treasure

Command GPM

6. Obtain Treasure
Do Not Obtain Treasure
Disdain Treasure
Do Not Disdain Treasure

7 Take Treasure
Do Not Take Treasure
Give Treasure
Do Not Give Treasure

8. Have Treasure
Do Not Have Treasure
~~Lose~~ Give Treasure
Do Not ~~Lose~~ Give Treasure

9. Save Treasure
Do Not Save Treasure
Waste Treasure
Do Not Waste Treasure

10. Preserve Treasure
Do Not Preserve Treasure
Destroy Treasure ↙ Do not destroy Treasure

11. Guard Treasure
Do Not Guard Treasure
Neglect Treasure
Do Not Neglect Treasure

12. Safeguard Treasure
Do Not Safeguard Treasure
Risk Treasure
Do Not Risk Treasure

13. Protect Treasure
Do Not Protect Treasure
Endanger Treasure
Do Not Endanger Treasure

14. Exhibit Treasure
Do Not Exhibit Treasure
Hide Treasure
Do Not Hide Treasure

15. Own Treasure
Do Not Own Treasure
Disown Treasure
Do Not Disown Treasure

16. Win Treasure
Do Not Win Treasure
Lose Treasure
Do Not Lose Treasure

17. Buy Treasure
Do Not Buy Treasore
Sell Treasure
Do Not Sell Treasure

18 Steal Treasure
Do Not Steal Treasure
Reject Treasure
Do Not Reject Treasure

19. Group Treasure
Do Not Group Treasure
Separate Treasure
Do Not Separate Treasure

20. Remember Treasure
Do Not Remember Treasure
Forget Treasure
Do Not Forget Treasure

Ek Ka Tem - Go Away (repeated)
(— End of GPM —)

5 Sept 66

Warning

The Laver LPGPM has not been run and may require adjustment of line plot and adjectives or the order or number of adjectives. Also it may be wholly correct.

This fits below the LPGPM. Copy the mimeo platen into the bank furnished and run from bottom to top.

INSTRUCTIONS FOR RUNNING LOWER L.P. GPM

Place the cut out card over a sheet of paper and attach it with paper clips.

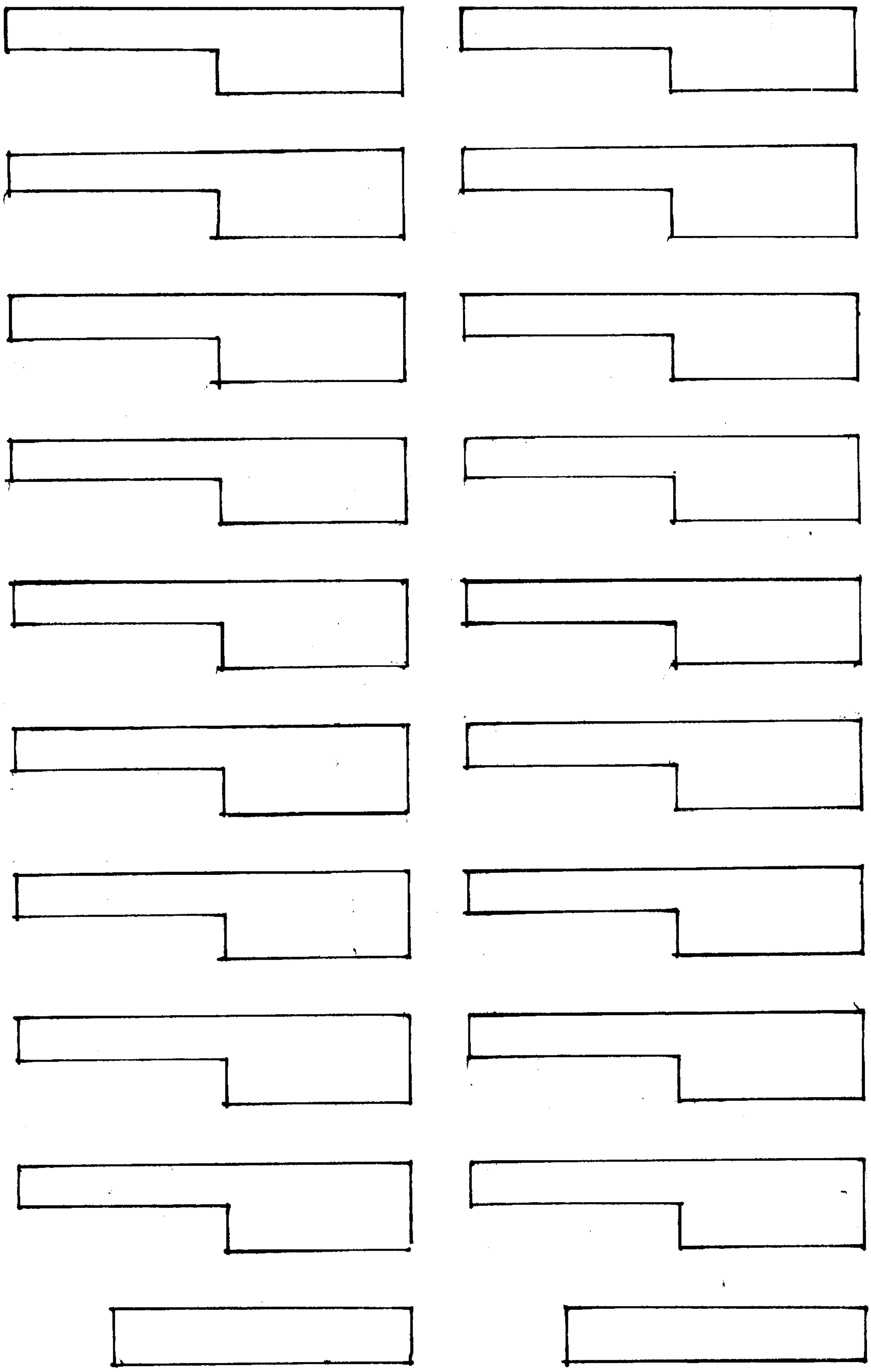
Copy the exact wording that appears on the mimeo'd sheet onto a card, thus making it a replica of the mimeo'd sheet. The mimeo'd sheet is not thereafter used.

Write the first adjective given (No. 1 at the bottom of the left column of the list of adjectives) on the sheet through the slot for item 1 on the lower half of the cut out. Run that Item, recording reads on another worksheet.

When the Item is flat, write the same adjective in the slot for Item 2, and run it, recording reads on a separate worksheet. Continue on working on up the GPM, flattening all eight Items for that adjective.

Then take the next adjective, No.2 and write it in and run each Item, using the top half of the page. When complete, turn the worksheet over underneath the cut out card, and run the next two adjectives.

Continue on through the Lower L.P. GPM.



LP of 8 items
___ ___ Pictures
20 ~~Sad~~ Adjectives
Plotted Upwards
#1 is Earliest

Ruinous	#10	Mystifying	20
Productive	#9	Informative	#19
Destructive	8	Frightening	18
Creative	7	Heartening	#17
Evil	6	Unpleasant	#16
Holy	5	Pleasant	#15
Bad	4	Disagreeable	#14
Good	3	Agreeable	#13
Naughty	2	Valueless	#12
Nice	1	Valuable	#11

18. Those who desire to Create

17. Desires to Destroy

16. To Create

15. To Never Create

14. Too Much Creating

13. Hoping To Never Create

12. Criticisms of Created

11. Hating To Create

10. Compulsions to Create

9. Having to Create

8. Obsession with to Create

7. Automatic Creators of

6. Failures to Create

5. Constantly Creating

4. Difficulties with Other Creators of

3. Differently Creating

2. No More Desires to Create

1. To Create

(Use Separate Sheet, f[illegible]ds) (Write in End word as you run)

LPGPM

Run Upwards Add End Word
One END WORD per GPM

8. Not Seeing

Pictures

7. Seeing

Pictures

6. Not Using

Pictures

5 Using

Pictures

4. Not Having

Pictures

3 Having

Pictures

2 Not Copying

Pictures

1 Copying

Pictures

Adjective

8. Not Seeing

Pictures

7 Seeing

Pictures

6 Not Using

Pictures

5 Using

Pictures

4 Not Having

Pictures

3 Having

Pictures

2 Not Copying

Pictures

1 Copying

Pictures

5 Sept 66

Warning

As of this date, the LPGPM has not been checked by actual run and may require adjustment of End Words. Also it may be correct.

This GPM goes just below the Body GPM.

It is run bottom to top by platen.

Copy the platen into the blank furnished.

INSTRUCTIONS FOR RUNNING L.P. GPM

Place the cut out card over a sheet of paper and attach it with paper clips.

Write on the platten the exact wording that is written on the filled in platten.

Write on each of the 18 slits of paper, showing through the plattens, thename of the End Word you are working on.

I you have room you can put your reads under the End Word, but if you find you are getting more reads than you have the space for, then put your reads onto another worksheet, carefully heading your sheet with the GPM your are doing, the number of the End Words you are working on, your name and the date.

Write down each item number, 1-18, and the reads that you get for each Item.

LPGPM

1 Sept 66

82 Items as End Words

Fits into Line Plot of '64

The Root is To Create —

Plotted Upwards
#1 is earliest

Motion	10	Clusters	20
Stillness	9	Systems	19
Eternity	8	Suns	18
Moments	7	Planets	17
Time	6	Galaxies	16
Never	5	Stars	15
Mass	4	Universes	14
Energy	3	Voids	13
Matter	2	Solids	12
Space	1	Vaccuums	11

Orangeness	32	Mountains	46
Purpleness	31	Valleys	45
Greenness	30	Seas	44
Yellowness	29	Deserts	43
Redness	28	Heat	42
Blueness	27	Cold	41
Whiteness	26	Gases	40
Blackness	25	Liquids	39
		Harmony	38
Light	24	Disharmony	37
Darkness	23	Music	36
Brightness	22	Noise	35
		Sounds	34
Deadness	21	Silence	33

Knowledge 82

Ignorance 81

Truths 80

Lies 79

Actualities 78

Delusions 77

Realities 76

Illusions 75

Euphorics 74

Soporific's 73

Stimulants 72

Depressants 71

Balms 70

The Body & PM
Lies Just Prior to "Lower Bank"

1. To Love a Body
   To Not Love A Body

2. To Hate a Body
   To Not Hate a Body

3. To Want a Body
   To Not Want a Body

4. To Protest a Body
   To Not Protest a Body

5. To Acquire A Body
   To Not Acquire a Body

6. To Reject a Body
   To Not Reject a Body

7. To Need a Body
   To Not Need a Body

8. To ~~Do With~~ Condemn a Body
   To Not ~~Do With~~ Condemn a Body

9. To Do With~~out~~ a Body
   To Not Do With~~out~~ a Body

10. To Do Without a Body
    To Not Do Without a Body

11. To Have a Body
To Not Have a Body

12. To Get Rid of a Body
To Not Get Rid of a Body

13. To Seek a Body
To Not Seek a Body

14. To Forget a Body
To Not Forget a Body

15. To Look for a Body
To Not Look for a Body

16. To Ignore a Body
To Not Ignore a Body

17. To Discover a Body
To Not Discover a Body

18. To Neglect a Body
To Not Neglect a Body

19 ~~20~~. To Find a Body
To Not Find a Body

20. To Lose a Body
To Not lose a Body

The Body GPH

21. To Locate a Body
To Not Locate a Body

22. To Misplace a Body
To Not Misplace a Body

23. To Exhibit a Body
To Not Exhibit a Body

24. To Hide a Body
To Not Hide a Body

25. To Reveal a Body
To Not Reveal a Body

26. To Screen a Body
To Not Screen a Body

27. To Display a Body
To Not Display a Body

28. To Mask a Body
To Not Mask a Body

29. To Show a Body
To Not Show a Body

30. To Curtain a Body
To Not Curtain a Body

The Body GPM

31. To Appear in a Body
To Not Appear in a Body

32. To Disappear in a Body
To Not Disappear in a Body

33. To Be a Body
To Not Be a Body

34. To Un-Be a Body
To Not Un-Be a Body

35. To Flaunt a Body
To Not Flaunt a Body

36. To ~~Degrade~~ ~~Cover~~ Conceal a Body
To Not ~~Cover~~ Conceal a body

37. To Demonstrate a Body
To Not Demonstrate a Body

38. To Cover a Body
To Not Cover a Body

39. To Beautify a Body
To Not Beautify a Body

40. To Uglify a Body
To Not Uglify a Body

The Body GPM

41. To Ennoble a Body
To Not Ennoble a Body
42. To Degrade a Body
To Not Degrade a Body
43. To Promote a Body
To Not Promote a Body
44. To ~~Undersell~~ Negate a Body
To Not Negate a Body
45. To Enliven a Body
To Not Enliven a Body
46. To Deaden a Body
To Not Deaden a Body
47. To Help a Body
To Not Help a Body
48. To Hinder a Body
To Not Hinder a Body
49. To Save a Body
To Not Save a Body
50. To Waste a Body
To Not Waste a Body

The Body GPM.

51. To Preserve a Body
    To Not Preseve a Body
52. To Decay a Body
    To Not Decay a Body
53. To Stimulate a Body
    To Not Stimulate a Body
54. To Destimulate a Body
    To Not Destimulate a Body
55. To Protect a Body
    To Not Protect a Body
56. To Harm a Body
    To Not Harm a Body
57. To Defend a Body
    To Not Defend a Body
58. To Attack a Body
    To Not Attack a Body
59. To Energize a Body
    To Not Energize a Body
60. To De-energize a Body
    To Not De-Energize a Body

The Body GPM

61. To Enthuse a Body
To Not Enthuse a Body

62. To ~~Depress~~ ~~Sadden~~ Suppress a Body
To Not ~~Depress~~ ~~Sadden~~ Suppress a Body

63. To Elevate a Body
To Not Elevate a Body

64. To Depress a Body
To Not Depress a Body

65. To Enhance a Body
To Not Enhance a Body

66. To Disparage a Body
To Not Disparage a Body

67. To Glorify a Body
To Not Glorify a Body

68. To Belittle a Body
To Not Belittle a Body

69. To Expand a Body
To Not Expand a Body

70. To Contract a Body
To Not Contract a Body

The Body GPM

71. To Exercise a Body
To Not Exercise a Body

72. To Relax a Body
To Not Relax a Body

73. To Use a Body
To Not Use a Body

74. To ~~Neglect~~ Disuse a Body
To Not ~~Neglect~~ Disuse a Body

75. To Begin a Body
To Not Begin a Body

76. To End a Body
To Not End a Body

###
Complete

The Power Bank

Directions for Running.

This is a 96 item bank.
The items are pairs 48 items apart. Thus 1 and 49 are opposites.

Start at the bottom. Get all the reads off the 1st line of the item "To ___ ___ ___ machine;" Then get all the reads off the 2nd line of the item. "Not to ___ ___". Then get all the reads off both.

Your worksheet should look like this.

16. lFs 3D lFs 1D F, 3D Fs B D F
(b) lFs 3D F, 1D F. BDs F
both: llF, 3D lFs 3D F, 1Ds F lFs 3D Fs 3D lFs 1D F, 3D Fs BD F, 3D llF BD F, 3D F F Fs F lFs 3D lFs 3D etc.

Best,
Ron

The Power Bank — 24 Aug 1966

(1)

1. To Build a Postulatingness Machine
   Not to Postulate yourself

2. To Build a Thinkingness Machine
   Not To Think yourself

3. To Build an ~~Ideaingness~~ Ideafyingness Machine
   Not to Ideaize yourself

4. To Build a ~~Reasonableness~~ Reasoningness Machine
   Not to Reason yourself

5. To Build a Soluingness Machine
   Not To Solve yourself

6. To Build an Orderingness Machine
   Not to Order yourself

7. To Build a Spacingness Machine
   Not to Space yourself

8. To Build a Timingness Machine
   Not to Time yourself

The Lower Bank 24 Aug 66 (2)

9. To Build a Massingness Machine
Not to Mass Yourself

10. To Build an Energizingness Machine
Not to Energ~~ize~~ ize Yourself

11. To Build a Materializingness Machine
Not to Materialize Yourself

12. To Build a Solidifyingness Machine
Not to Solidify Yourself

13. To Build a Findingness Machine
Not to Find yourself

14. To Build a Locatingness Machine
Not to locate yourself

15. To Build a Positioningness Machine
Not to Position Yourself

16. To Build a Wantingness Machine
Not to Want Yourself

17. To Build a Desire-ingness Machine
Not to Desire Yourself

18. To Build a Cravingness Machine
Not To Crave Yourself

19. To Build a Gettingness Machine
Not To Get Yourself

20. To Build an Obtainingness Machine
Not to Obtain Yourself

21. To Build a Collectingness Machine
Not to Collect Yourself

22. To Build a Retainingness Machine
Not To Retain Yourself

23. To Build a Keepingness Machine
Not To Keep Yourself

24. To Build a Holdingness Machine
Not to Hold Yourself

25. To Build a Savinginess Machine
Not To Save Yourself

26. To Build a Preservingness Machine
Not to Preserve Yourself

27. To Build a Survivingness Machine
Not to Survive Yourself

28. To Build a Recordingness Machine
Not to Record Yourself

29. To Build a Copyingness Machine
Not to Copy Yourself

30. To Build a Duplicatingness Machine
Not To Duplicate Yourself

31. To Build a Formingness Machine
Not to Form Yourself

32. To Build a Picturingness Machine
Not to Picture Yourself

33. To Build a Creatingness Machine
Not to Create Yourself

34. To Build a Makingness Machine
Not To Make Yourself

35. To Build a Produeingness Machine
Not to Produce Yourself

36. To Build a Constructingness Machine
Not To Construct Yourself

37. To Build a Viewingness Machine
Not To View Yourself

38. To Build a Seeingness Machine
Not To See Yourself

39. To Build a Perceivingness Machine
Not To Perceive Yourself

40. To Build a Sensingness Machine
Not To Sense Yourself

41. To Build a Feelingness Machine
Not To feel yourself

42. To Build a Contactingness Machine
Not To Contact Yourself

43. To Build a Sensationingness Machine
Not to Sensation Yourself

44. To Build an Enjoyingness Machine
Not To Enjoy Yourself

45. To Build an ~~Lovingness~~ Exaltingness Machine
Not To ~~Love~~ Exalt Yourself

46. To Build a Rememberingness Machine
Not to Remember Yourself

47. To Build a Consciousizingness Machine
Not to Consciousize Yourself

48. To Build a Knowingness Machine
Not To Know Yourself

End of Positive Machines

49. To Build a Witholdingness Machine
Not To Withold Yourself

50. To Build an Unthinkifyingness Machine
Not to Unthinkeify Yourself

51. To Build a Stupidifyingness Machine
Not to Stupidify Yourself

52. To Build an Unreasoningness ~~Unreasonableness~~ Machine
Not to Unreasonize Yourself

53. To Build a Problemifyingness Machine
Not to Problemify Yourself

54. To Build a Confusingness Machine
Not to Confuse Yourself

55. To Build a Groopingness Machine
Not To Group Yourself

56. To Build a Timelessingness Machine
Not to Timeless Yourself

57. To Build a Clearingness Machine
Not to Clear Yourself

58. To Build a Drainingness Machine
Not to Drain Yourself

59. To Build a Vanishingness Machine
Not to Vanish Yourself

60. To Build a Disintegratingness Machine
Not to Disintegrate Yourself

61. To Build a Losingness Machine
Not to Lose Yourself

62. To Build a Hidingness Machine
Not to Hide Yourself

63. To Build a Displaceingness Machine
Not to Displace Yourself

64. To Build a Rejectingness Machine
Not to Reject Yourself

65. To Build a Disdainingness Machine
Not to Disdain Yourself

66. To Build a Hatingness Machine
Not to Hate yourself
67. To Build a Discardingness Machine
Not to Discard Yourself
68. To Build a Neglectingness Machine
Not to Neglect yourself.
69. To Build an Abandoningness Machine
Not to Abandon Yourself
70. To Build an Ignoringness Machine
Not to Ignore Yourself
71. To Build a Dismissingness Machine
Not to Dismiss Yourself
72. To Build a Freeingness Machine
Not to free Yourself
73. To Build a Wastingness Machine
Not to waste Yourself
74. To Build a Decayingness Machine
Not to Decay Yourself
75. To Build a Dyingness Machine
Not to Die Yourself

76. To Build an Eradicatingness Machine
Not to Eradicate Yourself

77. To Build an Erasingness Machine
Not to Erase Yourself

78. To Build an Annihilatingness Machine
Not To Annihilate Yourself

79. To Build a Terminatingness Machine
Not to Terminate Yourself

80. To Build a Blankingness Machine
Not To Blank Yourself

81. To Build a Destroyingness Machine
Not to Destroy Yourself

82. To Build an Impedingness Machine
Not To Impede Yourself

83. To Build a Stoppingness Machine
Not To Stop Yourself

84. To. Build a ~~Dismantlingness~~ Abolishingness Machine
Not to ~~Dismantle~~ Abolish Yourself

85. To. Build an Obscuingness Machine
Not to Obscure Yourself

86. To Build a Blindingness Machine
Not to Blind Yourself

87. To Build a Screeningness Machine
Not To Screen Yourself

88. To Build an Avoidingness Machine
Not to Avoid Yourself

89. To Build a Shunningness Machine
Not To Shun Yourself

90. To Build a Disconnectingness Machine
Not To Disconnect Yourself

91. To Build a Numbingness Machine
Not To Numb Yourself

92. To Build a Suppressingness Machine
Not to Suppress Yourself

93. To Build a ~~Repressingness~~ Subduingness Machine
Not To ~~Repress~~ Subdue Yourself

94. To Build a Forgettingness Machine
Not to Forget Yourself

95. To Build an ~~Unconsciousness~~ Unconsciousizingness Machine
Not To ~~Unconscious~~ Unconsciousize Yourself

96. To Build an Amnesiaizingness Machine
Not To Amnesiaize Yourself

NEW

OT 3

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 6 SEPTEMBER 1972
Issue V
Revised 13 March 1984

AO's only
OT III Students
Tech Sed AO's
D's of T AO's
Adv Cses i/c
Adv Cse Super

OT 3 COURSE

CONFIDENTIAL

The materials contained on this checksheet include all the necessary data to audit yourself through Section III OT. The checksheet is divided into two sections:

(1) Study of Section III data
and
(2) Auditing on OT III

Upon completion of the study section, the student is routed to the advance course D of P for the auditing portion.

PREREQUISITES: OT II Completion.

STUDENTS NAME________________________ DATE STARTED ______________

ORGANIZATION__________________________ DATE COMPLETED ___________

Sequence: Study the materials in checksheet order, once through star-rate as marked. Do not go past a word you do noy fully understand. Use a dictionary for Scn terms, plus HCOB 23 Aug 65 "Abbreviations and symbols of Dn & Scn".

Product: The products of this course are: (a) A student who understands and can audit OT III. (b) a pre-OT who has attained the E.P. of OT III.

OT III CHECKSHEET
STUDY SECTION

PART 1 SECTION III DATA

* 1. HCOPL 8 Jan 81 Advanced courses Regulations and Security ________
* 2. LRH Handwritten "Data" ________
* 3. HCOB 5 Feb 70 Secret- Definitions Section 3 ________
* 4. HCOB 4 May '68 Confidential, character of Body Thetans ________
* 5. Clay demo the following:
A) A large body ________
B) Add a Thetan to it ________
C) Add a Body Thetan to it ________
D) Add a cluster to it ________
* 6. LRH Handwritten - Incident II, 2nd note 28 Oct. '68 ________
* 7. Demo: Diagram the different sequences of Inc II. ________
* 8. LRH Handwritten 1st note "Inc I" * ________

*	9.	HCOB 5 Feb ‘70 Secret- The basic of BTs	________
*	10.	HCOB 14 Sep ‘78 Dn Forbidden on Clears and OTs	________
*	11.	HCOB 10 Dec ‘78 Dianetics deleted from OT III materials	________

PART 2 SECTION III, RUNNING OF

*	1.	LRH Handwritten Revised 12 Aug ‘69 “Instructions”:	________
*	2.	With your demo kit show the following:	________
*		a) How a BT or a Cluster is located	________
*		b) What is run after a BT is located	________
*		c) What to do if the BT doesn’t blow off or the cluster break up and blow	________
*		d) What occurs when a BT or Cluster blows	________
*		e) How a Cluster becomes one	________
*	3.	LRH Handwritten additional “Notes on running”	________
	4.	HCOB 4 May ‘68 Dianetic course Stuck Pictures	________
*	5.	Using your demo kit, show your twin what buttons can be used, why, and when to use them	________
*	6.	HCOB 9 Jul ‘71 CONFIDENTIAL SECTION III running	________
*	7.	Make up some worksheets and show what one should be marking on them as he runs OT 3	________
*	8.	LRH Handwritte 3rd note 28 Oct ‘68 “Running Incident 2”	________
	9.	HCOB 20 May ‘68 OVERT MOTIVATOR SEQUENCE	________
*	10.	HCOB 4 May ‘68 CONFIDENTIAL CROSS AUDITING	________
*	11.	HCOB 2 Oct ‘68 OT III	________
*	12.	Demo: Cross auditing and it’s results	________
*	13.	Demo: How one turns off a Freewheel	________
*	14.	HCOB 4 May ‘68 CONFIDENTIAL Overrun on OT 3	________
*	15.	HCOB 12 Apr ‘70 SECRET RUNNING OT 3	________
*	16.	Demo: The 3 reasons a Pre OT might have trouble whilst running BTs on Inc 2 and the handling of each:	
		a) Wrong area	________
		b) Not the volcano of the BT being run	________
		c) It is not an Inc 2 but another Incident of a different date	________
*	17.	HCOB 13 Oct ‘69 SECRET OT III errors	________
*	18.	HCOB 10 Dec ‘78 Addition to OT 3 pack	________
*	19.	Demo: The three reasons a BT run on Inc 1 fails to blow:	
		a) Auditor is trying to run a Cluster with Inc 1	________
		b) There is some earlier Inc on the same BT	________
		c) Another BT is copying the Inc 1 just run	________
*	20.	HCOB 25 Oct ‘69 CUMULATIVE CLUSTERS	________
*	21.	Demo: Draw a diagram showing a cumulative cluster, how the thing was formed and what holds it together	________
*	22.	HCOB 16 Aug ‘83 SECRET OT III CASE SUPERVISION	________
*	23.	Demo: With a demo kit, demonstrate each error and remedy listed	________
*	24.	Demo: Demonstrate each of the following:	
		a) BT critical and it’s handling	________
		b) BT antagonistic and handling	________
		c) BT sad and it’s handling	________
		d) No TA and handling	________
		e) Soaring TA and handling	________

f) Auditor tired and handling ________
g) Auditor dope off and handling ________
h) Auditor no interest and handling ________

* 25. HCOB 18 Sep '69 CONFIDENTIAL Dianetic auditing and OT 3 ________
* 26. HCOB 8 Jun '70 SECRET ________
* 27. Demo: The cause of low TA ________
* 28. LRH Handwritten 20 Apr '68 "Important note Section 3: 3 Completion" ________
* 29. HCOB 20 Oct '70 CONFIDENTIAL EP's ________
* 30. Clay Demo: The EP of OT 3 ________
* 31. HCOB 4 Jul '79 Handling correction lists on OTs ________
* 32. HCOB 22 Dec '79 Flying ruds at OT 3 and above ________
* 33. Demo: How and why you fly ruds using the Technique described in the above issue ________
* 34. Drill: Flying ruds on a doll ________

I attest that I have completed all the requirements of this checksheet and that I know and can apply the materials to Solo Audit OT III.

STUDENT____DATE ________________

I attest that this student knows and can apply the materials of this checksheet and has no misunderstoods on what he has studied.

SUPERVISOR_____________________________________DATE ________________

This student has completed all the requirements of the OT study section.

STUDENT EXAMINER______________________________DATE ________________

AUDITING SECTION

You are now ready to report to the Adv Crse D of P to receive the OT 3 Platens, which you will starrate before running.

* 1. LRH Handwritten OT Section 3 "List of Volcanoes"
* 2. LRH Handwritten "Incident 2" (exact sequence)
* 3. LRH Handwritten "Incident 1" (exact sequence)

Before beginning, your ruds may be flown by an Adv Crse Review auditor.

You will be under the direct supervision of the Adv Crse C/S and D of P while you are auditing yourself on OT 3.

Good Luck!

Student hs completed the above requirements and may attest to OT 3 completion.

ADV CRSE C/S____________________________________DATE ________________

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 8 JANUARY 1981

Remimeo
AOs and AOSHs Only
Ethics
Qual
Adv Courses Personnel
Adv Courses Students

(CANCELS BPL 12 Aug 1971R ADVANCE COURSES REGULATIONS, ADVANCE COURSE SECURITY and BPL 23 Jan 1969R ADVANCE COURSES SECURITY, as these issues have been updated and consolidated into this HCO Policy Letter.)

ADVANCE COURSE REGULATIONS AND SECURITY

The Technology of the Advance Courses is a very precise one. There is no room for any arbitraries to enter in, and due to the confidential nature of the material avery firm ethics code is needed in the area. There is no other source of data than in the materials themselves. The following regulations have proven successful over many years and are now very strict policy.

1. No off-line advice may be sought in cases of students on the Advanced Courses.

2. Any "unusual solution" sought or question asked must be answered only by referring to relevant Advanced Course materials and standard word clearing tech by the supervisors.

3. Examination of states of case must be done by Qual Examiner and the student's complete folder must be submitted to such an Examiner at the time of examination for his inspection.

4. Any person examining for attained states of case must have been checked out on all technical materials of the Advanced Courses.

5. Any Examiner examining states of case in Qual must be on OT III or above.

6. All Advanced Course personnel must be on OT III or above.

7. No person may be admitted on the Advanced Courses who has a bad Ethics history or a this lifetime suppressive order or a criminal record without a special Board of Investigation convened by the HCO Area Sec.

8. No person with a record of using R6EW or Clearing Course materials suppressively may be admitted on the OT Courses.

9. Persons who have been grossly insecure in their handling of R6EW or Clearing Course materials or anyone making them available illegally to another may not be admitted on the OT Course regardless of the action taken at the time.

10. Students folders are to be C/Sed after each session. The student goes to the Examiner after each session.

11. After the student has gone to the Examiner, he takes his folder to Solo Tech Reception.

12. When an Advance Courses student wishes to communicate to the Case Supervisor about his case or his auditing, he must do so either in writing via his folder or as an origination given to the Examiner on the meter.

13. If the student needs to clarify a C/S's instructions or has nay questions or uncertainty about his auditing tech he should always write it up and send it to the course supervisor along with his folder and the course supervisor will go over it with him giving any needed references or drilling.

14. No alcohol may be consumed within 24 hours before session and students must not consume or have administered to them any drugs, antibiotics, aspirin, barbituates, opiates, sedatives, hypnotics or stimulants without written OK from the Course Supervisor and C/S. The only exeption would be a medical emergency, and the C/S must be informed without delay.

15. Auditing must be done daily unless the C/S has instructed a break be taken due to a big win. AO 1 forms of daily progress must be filled in and handed in at the place designated in the Solo Tech Reception area.

16. Advance Course students are not to discuss their cases with ANYONE except, (1) the Case Supervisor (and then only by written comm put into the auditing folder), (2) the Examiner by way of a metered origination, (3) a review auditor in session or (4) the Solo Case Consultant.

17. Students who are in case trouble or who have ceased to audit on Advance Courses shall be sent to the Solo Case Consultant or to review.

18. Advance Courses students session admin must be legible. If it is not it will be considered a No Report.

19. Advance Courses students should not leave town until given permission to do so in writing by the Case Supervisor.

20. A student who does not qualify as a fast flow student per HCO PL 25 Sep 79 SUCCESSFUL TRAINING LINE UP, and therefore takes an examination on the materials of the course in Qual, may not take his examination paper or answer sheet out of the Qual area designated for confidential exams. After marking, the exam is handed back to the student for reference but it must always be promptly returned by the student after reviewing it as to any errors made. It is the Examiners responsibility to see this is done.

21. NO UNAUTHORIZED COPIES OF UPPER LEVEL MATERIALS ARE TO BE MADE.

This means NO notes, NO photocopies, NO "little simplifications", NO little codes to keep handy. None of the materials are to be in any way copied, not even partially or in alterised form. They must not be tape recorded. Any student possessing "notes" or "study aids" on any Advance Courses issues or films, flash cards, copies of commands, or any such copies must immediately destroy them completely.

22. Any written references given the student by the Cramming Officer while on a cramming cycle must be handed in to the Cramming Officer ta the end of each cramming period.

23. THE ADVANCE COURSES MATERIALS MUST NOT BE WRITTEN ON OR CHANGED IN ANY WAY AT ALL.

Violation of points 21, 22 and 23 above will bring about a severe Ethics action, which could include debarment from future Advance Courses (though not limited to this).

L. RON HUBBARD
FOUNDER

LRH:kjm

Data (1)

The head of the Galactic Confederation (76 planets around larger stars visible from here) (founded 95,000,000 yrs ago, very space opera) Solved overpopulation (250 billion or so per planet - 178 billion on average) by mass implanting. He caused people to be brought to Teegeeack (Earth) and put an H Bomb on the principal volcanoes (Incident 2) and then the Pacific area ones were taken in boxes to Hawaii and the Atlantic area ones to Las Palmas and there "packaged." His name was Xenu. He used renegades. Various misleading data by means of circuits etc. was placed in the implants. When through with his crime Loyal Officers (to the people) captured him after 6 years of battle and put him in an electronic mountain trap where he still is. "They" are gone. The place (Confed) has since been a desert.

Data (Cont) - 2 -

The length and brutality of it all was such that the Confederation never recovered. The implant is calculated to kill (by pneumonia etc) anyone who attempts to solve it. This liability has been dispensed with by my tech development.

One can FREE WHEEL through the implant and die unless it is approached as precisely outlined. The "free wheel" (auto running on and on) lasts too long denies sleep etc and one dies. So be careful to do only incidents 1 & 2 as given and not ~~play around and fail to complete one~~ "a" at a time. ~~In December 67~~ I knew somebody had to take the plunge. I did and emerged very knocked out

Tech Data (3)

but alive. Probably the only one ever to do so in 75,000,000 years. I have all the data now but only that given here is needful.

One's body is a mass of individual Θ's stuck to oneself or to the body.

One has to clean them off by running incident One then incident Two. It is a long job, requiring care, patience and good auditing.

You are running beings. They respond like any preclear. Some large, some small.

Thetans believed they were one. This is the primary error.

Good luck.

\# \# \#

SECTION THREE 15/2/68

Additional Tech Data

There are no Body Thetans who cannot be audited and exteriorized.

(1) There are Suppressive Body Thetans who require Power Processes

(2) There are difficult Body Thetans who require Ø to VI processes before they can run engrams (Inc 1 & Inc 2).

(3) There are Pre OTs who are insufficiently trained and who cannot audit and who ARC brk or overrun Body Thetans or who cannot do Academy level Ø - IV auditing much less level VI auditing.

(4) There are clusters of Body Thetans who think they are one and so can't run Body Thetan as Inc 1 or Inc 2 as a group as they have differences.

(1) SP Body Thetans

An SP by definition is one who is out of valence in R6. Some are just plain psychotic and SP as well. PrPr 6 handles any SP, pc or body thetan.

This can best be done, by actual test, by the OT being an SH or AO Class VII. It can possibly be done (no test ever made) by having a Class VII audit the OT who relays the commands and answers to the body thetan to the auditor, the OT being on a meter. The meter will respond to the body thetan if the OT is putting attention on the body thetan. This HAS been done with ordinary body thetans. It simply handles the body thetan on a via.

When PrPr VI has been run on the body thetan to its end phenomena, the body thetan can

Then be handled as an ordinary pc body Θ^n as in (2) below.

2. Difficult Body Thetans

Some body thetans are difficult cases. They are psychotic, or they have fixed ideas or service facs.

To handle, one really should be a Class VIII. However, an OT on Sect III can be used as a relay to and from the body Θ^n and audited by a Class VIII. There is no substitute for being an SHSBC graduate + a Class VIII Interne.

Only standard Sen Tech is used, no tricks needed. The auditing is fast. The needle seldom floats on the body Θ^n and the TA tends to stand high and come down.

When the Body Θ^n has been pushed up to IV (Grade Four) he can usually run engrams

and can be run on Theirreads 1 and 2 and will blow.

The trouble with a difficult body thetan is that he (or she) usually has some fixed idea which inhibits his recovery. This responds to ordinary tech, taking him up through the grades.

3. Insufficiently Trained OTs

Some students try to run engrams like Clearing Course materials or make other errors because they are just not well trained

Such should knock off III and do a Dianetic Course at least or even the SHSBC. If they still have trouble they should interne as Class VIIs.

THE MAIN SOURCE OF FAILURE IN SECTION THREE IS NOT STRANGE Θns OR HIDDEN SPs BUT STUDENTS WHO CAN'T AUDIT.

It is easy to blame the "difficult body Θ" when the truth is that one should be a better auditor.

Sect III can be left incomplete while the student is trained providing he does not fool about with his own case while being trained but, now trained, recommences Section III.

One has to be able to do S&Ds on Body Θs, has to find ARC Breaks, etc, the lot where one has trouble with Sect III.

The number of body Θs a case has varies widely.

The answer with consistent trouble with III is not unusual solutions for body thetans but just a better trained student. Body Θ's are just Θ's.

4. Clusters Of body Θ^ns.

THE ONLY KNOWN DIFFERENCE between auditing body Thetans and auditing pcs (and it is not a real difference as some pcs are a total cluster) is that body thetans can come in clusters.

Then Incid I won't run on the cluster as each individual Θn in the cluster has a different view point and received the 1 as an individual, not as a cluster.

A CLUSTER HAS A MORE RECENT MUTUAL EXPERIENCE WHICH HAPPENED TO THE WHOLE CLUSTER.

The error they make is the basic error of Thetans. They think we are all ONE, whereas we are individuals.

To detect a cluster: (a) there is a force or pressure or heavy somatic in an area (b) or there is "a ⊕" who can't erase the 1 or 2. This means there are several ⊕'s who think they are one ⊕.

To remedy this situation.

(1). Date a mutual incident for the cluster to find the point they "became one". Usually one gets this easily.

(2) Locate where it occurred in terms of planet and star (or even planet, star, town and place in the town.

(3) List for type of incident and find what it was (lightning, pschiatric shock etc)

(4) Run the incident as a single engram.

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 5 FEBRUARY 1970

AOs
Section III Pack

ISSUE II

SECRET

DEFINITIONS, SECT, III

For the purpose of clarity, by BODY THETAN is meant a thetan who is stuck to another thetan or body but is not in control.

A THETAN is, of course, a Scientology word using thr Greek "Theta" which was the Greek symbol for thought or life.

An individual being such as a man is a thetan, he is not a body and he does not think because he has no brain.

A CLUSTER is a group of body thetans crushed or held together by some mutual bad experience.

L. RON HUBBARD
FOUNDER

LRH: jz:dr

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MAY 1968

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III Packets

CHARACTER OF BODY THETANS

Body thetans are just thetans. When you get rid of one he goes off and possibly squares around, picks up a body or admires daisies. He is in fact a sort of cleared being. He cannot fail to eventually, if not at once, regain many abilities. Many have been asleep for the last 75 million years.

A body thetan responds to any process any thetan responds to.

Some body thetans are suppressive. A suppressive is Out of Valence in R6. He is IN valence in Inc I almost always.

One can't run a human being on these two incidents since human beings are composites and would not be able to run the lot. Aside from that non-clears are away below an awareness required to even find these incidents.

Huge amounts of charge have already been removed from the case and the body thetans by Clearing and OT 1 and OT 2 to say nothing of engrams and lower grades.

Awareness is proportional to the charge removed from the case.

All though a human being is a composite being there is only one I (that is you) who runs things.

Body thetans just hold one back.

You will continue to be you. You, inside, can of course separate out body thetans and so solo auditing is the answer.

How good do you have to be to run body thetans off ? Well, if you didn't skimp your grades, clearing and OT 2 particularly, you should be able to command body thetans easily.

L. RON HUBBARD
FOUNDER

LRH: lw

2nd Note

28 Oct 68

Incident 2

This incident is over 36 days long. Capture on other planets was weeks or months before the implant. Those in Teegeeack (Earth) were just blown up except for Loyal Officers who were (shortly before the explosion on Earth) rounded up.

Do Not Scan Through the duration of 36 days. The Volcanic Explosion

on Earth to the point where "the Pilot" says he's working it up is only a few days.

Sequence of the 2 for O's (on another planet)

1. Capture (being shot?)

2. Freezing

3. Transport to Teegeeach (sometimes via a relay point).

4. Being placed near a volcano.

5. Hydrogen bomb explosion in or on the volcano.

6. Beginning implant up to "the pilot."

7. Various picture sequences.

8. The 7s and c.c. & OT II materials.

9. 36 days of picture implants which give a vast array of materials and 3 explanations for the bombing.

10. Transport to Hawaii or Las Palmas for packaging up into clusters.

The pictures contain God, the Devil, Angels

2nd Note -4-

Space Opera, theatres, helicopters, a constant spinning, a spinning dancer, trains and various scenes very like modern England. You name it, it's in this implant we call in its entirely "R6".

If one was a Loyal Officer or Teegeeack the sequence was

1. Capture
2. #5 above on.

2nd Note

If one was a citizen of Teegeeack there was only

#5 on.

The material given at the various "volcanoes" was longer or shorter but dove-Tailed into the same sequence of pictures. We have the whole text and it is needless. People who feel dizzy have gotten into the spinning part.

[signature]

1st Note

28 Oct 68

Inc 1

Incident I occurred about 4 Quadrillion years ago + or -. It is very much earlier than Inc 2 which occurred only 75,000,000 years ago (a bit less)!

Incident 2 is only peculiar and general on this planet and nearby stars, whereas Incident I is to be found on all thetans.

[signature]

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HCO BULLETIN OF 5 FEBRUARY 1970R
REVISED 16 AUGUST 1983

AOs
Class VIIIs
Solo OT III
Course
Solo C/Ses

(Revised to delete references to running R3R on an OT, per HCOB 12 Sep 78, DIANETICS FORBIDDEN ON CLEARS AND OTS.)

(Revisions in Script)

SECRET

THE BASIC ON BTs

I've isolated a way a thetan comes to be stuck to another thetan. This gives the basis of clusters and having BTs.

The cycle is this : A thetan collides with another. That one makes a picture of being collided with. Other BTs get stuck to the picture.

The moment of actual contact of thetans was brief but the picture (containing a stop or withdraw) tends to be permanent.

Thetans then get the idea they can be permanently stuck as they see pictures of it happening.

Thus we get the concept of a "black theta body". This would be actual BTs stuck to a thetan plus pictures of BTs stuck to a thetan.

An answer to all this is to find the first picture a thetan made of contacting another thetan.

If not at once available the earliest instance of a thetan contacting (colliding, running into, attacking) another thetan could be acheived by Date/Locating times when one was being suddenly hit with clusters, or strange pains. (Ref: HCOB 15 Nov 78, DATING AND LOCATING.)

The idea is to find and blow the first picture one made of another thetan.

This opens another way to "blow off" BTs — Date /Locate on a BT the first picture the BT ever made of another thetan.

LRH: kjm

L. RON HUBBARD

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 SEPTEMBER 1978

AOs - OT III
Only
Solo C/S Courses
Adv. Crse Review
Auditors Crse
OT III Course

C O N F I D E N T I A L

DIANETICS FORBIDDEN ON CLEARS AND OTS

New Era Dianetics or any Dianetics is NOT to be run on Clears or above or on Dianetic Clears.

This applies even when they say they can see some pictures.

Anyone who has purchased NED auditing who is Clear or above must be routed to an AO or Flag to receive the special NED Rundown for OTs. Thcy are NOT to be run on regular New Era Dianetics.

Any one who is Clear but not OT III is to get through OT III immediately so he can receive this special Rundown. He had better be pushed through to OT III fast because he is at risk.

Tho EP of this Rundown is: CAUSE OVER LIFE.

No Dianetics means no Dianetic Assists, no Secondary running, no Engram running, no Narrative nunning.

The reason you don’t run Clears and above on any form of Dianetics is because they have erased the bank and have no pictures.

If you try to run NED or any Dianetics on a Clear or above (or a Dianetic Clear) you are simply running BT’s picture. If you ask a pre-OT to run a Dianetic chain he will give you a BTs incident and that’s whose chain will be run. The pre-OT ends up stirring up BTs and clusters and misowning their chains, as they are not the pre-OTs chains.

If there are any Clears or OTs who are R/Sing they are not R/Sers. It’s an entirely different handling. It’s OTIII. There’s a BT who is R/Sing and the handling of this is included in the New Era Dianetic Rundown for OTs.

(Note: If a pre-OT staff member is R/Sing and dramatizing the R/Ses and has therefore been put on an RPF, he is required to receive full handling per thc special NED Rundown for OTs before graduating that RPF.)

Full data on these subjects is included in issues on the special NED Rundown for OTs.

LRH: nc

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 7 NOVEMBER 1978
REVISED 10 DECEMBER 1978

AOs - OT III
Only
Solo C/S Courses
Adv. Crs Review
Auditors Course
OT III Course

CONFIDENTIAL

Urgent Important

DIANETICS DELETED FROM OT III MATERIALS

(Ref: HCOB 14 Sept 1978, DIANETICS FORBIDDEN ON CLEARS AND OTs.)

PER HCOB 14 Sep 78 Clear Dianetic Clears and OTs are not to be run on any form of Dianetics.

No Dianetics moans no Dianetic Assists, No R3R or R3RA, no secondary running, no engram running, no narrative running.

Thus, where Dianetics or R3R action is referred to in the existing OTIII materials, this handling step is CANCELLED.

One does run BTs through incident Is and IIs, per the materials, one can also Date and Locate.

The instruction to run ones own incident 2 and Incident I is cancelled, as one cannot run engrams on a clear or above.

Should a Pre-OT on OT III run into difficulty he cannot sort out who is given a Review session by an AO Review Auditor .

L. RON HUBBARD

LRH: nc

Instructions
(Revised 12 Aug 1969)

Locate by meter read or an area of pressure, a body thetan or group (cluster).

Run Incident 2.

If the BT does not blow off or the group break up and blow, then Run Incident 1 on individual BTs. Each will blow off with an F/N.

When you can find no more on which to run Inc. 1s, once more locate a pressure area or by meter read on looking over body. RUN ANOTHER Inc. 2. Then Inc 1s on any.

inc 2 made clusters of BTs.

Severe impacts AND EXPERIENCE also make Clusters. (See the data called "Milazzo" in this PACK.) Those who do not leave on running the impact or its chain will leave when Inc 1 is run on them.

Inc 2 sometimes forms gigantic clusters. In such there is a Leader, an Alternate Leader and several (8 to 18) more. These were all implanted in different volcanic areas with fractions of the main 36 day implant and then "packaged" in Las Palmas or Hawaii. Thus if you run Inc 2 as far as "The Pilot" it blows up or loosens up and those who don't go away can be run on Inc 1s.

Do not speak your commands. Just "Intend" them. A BT controls easily.

BTs can be ARC broken by rough or careless auditing. You can also run an Inc 2 on a BT and he doesn't blow but you accidentally run an

Inc 1 on another one and leave the first still there. The remedy is to Run Inc 1s on anything you find.

A very SP BT can be run on Grades and Power and should then respond to Inc 2 and Inc 1.

After a BT leaves some other BT may copy him or the incident just run.

If you have found a Cluster (pressure area) that does not respond or disintegrate to Inc 2 or Dianetic running, get Dianetic auditing, Listing "What impact or incident would make a cluster?" AND R3R on the items found. Then do more Inc 1s to clean up strays with Solo. This is a

a refined "Milazzo".

There are hundreds of BTs you will find.

If you find none, get audited on Dianetics in general and as above (Impact hist), and if you still find none, get a Review GF#40 and handle all items, then go back to solo.

If you find only one or two, get the Dianetic Impact hist done.

All "none on OT III" cases were later found loaded.

Do Inc 2 and Inc Is On what you can find to begin with. You will do fine.

Good Hunting.

[signature]

Section III OT

Additional Sheet

Notes on Running

Certain "buttons" have to be gotten in when running a Θ^n through incidents.

The Effort to Stop the motion hangs up the action and gives a stuck picture. One gets the Effort to Stop off and the scene races through.

The Effort to Withdraw is important also and hangs up the action and creates a vacuum.

RUSH, PROTEST, NOT IS, SUPPRESS are also present.

There were actions - thoughts - the Θ^n had during the incident and are picked up only when the incident doesn't run well.

Sometimes 2 "buttons" such as Stop and Withdraw are in combination.

Θ^n's in the body may obsessively copy the pictures of other Θ^ns. Therefore you can find it seems that the Θ^n who just left is still there because there is a picture left. Spot the fact that someone else copied it and it usually goes.

If you do an S&D on a body Θ^n be sure you give the right item to the right Θ^n.

[signature]

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HCO BULLETIN OF 4 MAY 1968

Remimeo

DIANETIC COURSES

STUCK PICTURES

A picture is stuck because of -

(a) An effort to withdraw from it or something in it.
(b) An effort to stop or stop something in it.
(c) A stop-withdraw combination.
(d) An effort to suppress the picture or something in it.
(e) An effort to invalidate the picture or something in it.
(f) A protest against the picture or its content.
(g) An effort to hold on to the picture.
(h) An ARC Break about the picture.
(i) A Present Time Problem about the picture.
(J) An overt picture of which the stuck one is the motivator.
(k) Too late on the chain of similar pictures.

Long before one gets to (k) it should have blown.

One should have had good luck running engrams himself before being very expert on others.

The above also applies to secondaries.

Engrams which go solid when you try to run them are too late on the chain, really.

If you run too far back you get a preclear into masses he can't easily handle.

A pc should never be forced into or through engrams. If he has a struggle he should be running locks.

Reality on engrams increases in ratio to the charge taken off the case.

In handling the above (a) to (k) you use (a) to run through until the needle doesn't react, then (b) through. Then (c) through. And so on. One at a time.

Although I say stuck picture, you can use the above on any engram, particularly if one "hangs up" in some portion.

Good running.

L. RON HUBBARD
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LRH:jc:pw:rd

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 9 JULY, 1971

Class VIII
Adv Course C/S Hat
OT III Pack

CONFIDENTIAL

SECTION III RUNNING

(Replaces HCO 8 24 Sept 1968 of the same name)

Section III is not run with sitting the B/T in the chair, etc.

It is run telephthically marking falls, long falls, etc.

It is not run calling the B/T by his name or saying Go to the beginning of the incident, etc., or out loud.

Some students try to run engrams like Clearing Course materials or make other errors.

When OTIII is run, the contents of the incidents are given on the platens are run on B/Ts. R3R steps are not run. The B/T is "intended" to the Date and through the incidents as given.

OT III Expanded would now be an OT III after OT VII.

L. RON HUBBARD
FOUNDER

LRH: dz

3rd Note 28 Oct 8[illegible]

Running Incident 2

Anything a pre OT gets into on Inc 2 is destimulated by
(a) Running "Capture to Pilot" or "Explosion to Pilot".
(b) Then running the Inc 1s of the beings who had Inc 2 in restimulation.

Also, a Class VIII in Review can find and run the OVERT Sequence

of engrams that makes the motivat (Inc 2 & Inc 1 are motivators) key-in so hard.

Either of these actions (a) & (b) or finding the overt sequence of implant above one) will stop any serious "spin" a pre OT gets into in doing Incidents 1 & 2 in OT III.

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 20 MAY 1968
CORRECTED & REISSUED 5 MARCH 1974
(Only change is in this type style)

Remimeo

OVERT-MOTIVATOR SEQUENCE

DIANETICS COURSES
LEVEL TWO
SOLO AUDIT
OT SECTIONS

There was an important discovery made in 1952 on the subject of engrams which did not get included in "Book One", Dianetics. The Modern Science of Mental Health.

This was the "Overt-Motivator sequence of ENGRAMS".

AN OVERT, in Dianetics and Scientology, is an aggressive or destructive ACT by the individual against one or another of the 8 dynamics (self, family, group, Mankind, animals or plants, MEST, Life or the Infinite).

A MOTIVATOR is an aggressive or destructive act received by the person or one of the dynamics.

The viewpoint from which the act is viewed resolves whether the act is an overt or a motivator.

The reason it is called a "Motivator" is because it tends to prompt that one pays it back—it "motivates" a new overt.

When one has done something bad to someone or something one tends to believe it must have been "motivated".

When one has received something bad, he also may tend to feel he must have done something to deserve it.

The above points are true. The actions and reactions of people on the subject are often very falsified.

People go about believing they were in an auto accident when in actual fact they caused one.

Also people may believe they caused an accident when they were only in one.

Some people, on hearing of a death, at once believe they must have killed the person even though they were far away.

Police in large cities have people turn up and confess to almost every murder as a routine.

One doesn't have to be crazy to be subject to the Overt-Motivator sequence. It is not only used on him continually by others, it also is a basic part of his OWN "case".

There are two extreme stages of Overt-Motivator phenomena. One is a person who gives up only motivators (always done to him) and the other is the person who "has done only overts" (done to others).

In running engrams you will find:

1. All overt engrams that hang up (won't audit easily) have also a motivator engram as the same or different incident.

2. All motivator engrams that hang up have an overt engram in the same or different incident.

The two types of engrams then are OVERT Engrams and MOTIVATOR Engrams.

Example of Overt Engram- SHOOTING A DOG.

Example of Motivator Engram—BEING BITTEN BY A DOG.

The rule is that the SUBJECT MATTER MUST BE SIMILAR.

They can be in different points in time.

When you can't run out (erase) a dog bite engram, why then you find the "shoot dog" engram.

PSYCHOSOMATIC ILLS OR ABERRATIONS THAT DO NOT RESOLVE BY RUNNING ONE SIDE, USUALLY RESOLVE BY FINDING AND RUNNING THE OTHER.

When you can't erase an engram about shooting a dog, why then there's a bitten by dog.

It's all very simple really. There are always two sides to the coin. If one won't run, you try the other.

BASICS

Finding the basic engram on a chain also applys to finding the basic overt or basic motivator engram.

Engrams then hang up (won't run out) when

(a) The other type needs to be run and

(b) The one found has earlier engrams on it.

NON-EXTANT ENGRAMS

An “engram” sometimes didn’t exist. A pc can be trying to run being run over by a car when he never was.

What needs to be done, when the incident won’t run, is get the pc’s incident of running over somebody.

It also works in reverse. A pc can be trying to recall an engram of running over somebody when he was in fact only run over himself and never did run over anyone.

So BOTH engrams can exist and be run or only one side exists and can be run or with a heavy foul-up on overts and motivators, one side can be non-factual and won’t run because only the other side exists.

It is easy to visualize this as a matter of flows. An overt of course is an Outflow and a motivator is an Inflow.

SECONDARIES

It may never have been said that secondaries always sit squarely on incidents of actual pain and unconsciousness.

Also secondaries can exist on the overt-motivator sequence pattern just as in engrams.

This is the cause of frozen emotions or “unemotional” people. Also some people complain they can’t feel anymore.

This works out by overt-motivator sequence. A person in grief over loss (grief is always loss) who then can’t run it has caused grief and that overt-secondary can be run.

Also a person misemotional over causing grief has been caused grief. It works both ways with ALL POINTS ON THE TONE SCALE.

The last is a newer discovery and wasn’t known to early Dianeticists.

The Overt-Motivator Engram phenomena did not receive adequate dissemination. The principle applied to secondaries has not before been released.

It is basically Dianetic Engram running that resolves all cases in the end so one had better be pretty good at auditing Engrams and Secondaries, Motivator and Overt both.

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HUBBARD COMMUNICATlONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MAY 1968

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CROSS AUDITING

When one runs Incident I out of one thetan and then Incident 2 out of another (thinking it was the first one) one can get a partially run body thetan who won't blow but who may start to go on through the whole of R6 automatically (since the basic basic Incident I is not run yet Incident 2 is.) One can get quite ill doing this as the illness in R6 can turn on.

One can also "feel no wish to audit". All "no desire to audit" is some large blunder on a case.

The way you can run Inc I out of one thetan ond Inc II out of anothor is rather easy. One fails to notice the first one blew on having Inc I run and runs Inc 2 on another.

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HCO BULLETIN OF 2 OCTOBER 1968

OT I I I
CLASS VIII

OT III

As a matter of data, the only trouble really in a III OT run is running an Inc I on one thetan and an incident II on another, thinking it was thc first one. A preOT can free wheel into R6 if you run only an INC 2. You can stop the free wheel at once by running Inc I off the same thetan you ran the Inc 2 on that started a free wheel.

Free wheel means that the pc goes on automatic continuous run. Inc 2 is R6 75 million years ago. Inc I is about 4 quadrillion yoars ago. Both, all thetans on this planet and 21 nearby stars have in common. All thetans in the Universe have Inc. 1. Only those in this Old Confederation have Inc 2 and R6. All CC and OTII materials are in R6 75 million years ago. These are followed by 36 days worth of motion pictures - god devil, space opera, trains, cars, helicopters, crashes, stage etc. This R6 is 75 million years ago and this planet and confederation.

If the vokano bit is run as per III directions but the Inc I is not run on same thetan, R6 begins to run off on automatic, the being can't sleep for days, the body dies. That's the way it was designed.

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HCO BULLETIN OF 4 MAY 1968

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C O N F I D E N T I A L
Issue II

OVERRUN ON III

The only way you can get a read on "overrun on III" is to have accidentally run Inc I out and then later "run it out again" on the same thetan or make a similar blunder.

Example: On e flattens Inc I by several passes on a body thetan. This body thetan for some reason, mostly because Inc II was then not run, does not fly off. Then, not noticing, one again finds the same thetan and once more seeks to run Incident I. One then gets, in answer to the question "overrun on III?" a lot of reads and other overrun phenomena.

The remedy is to find out who was overrun and get the charge off by that action.

One then runs Incident II on that thetan or in any event by getting off the charge of "overrun", letting the thetan depart.

Just because one's meter reads "overrun on III" is no reason to attest. Find out WHO was. It's almost always a body thetan.

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MAY 1968

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III Packs

HCO BULLETIN OF 12 APRIL 1970

SECRET

RUNNING OT III

When running OT III the Solo Auditor handles Body Theteans as he would any other pc, for the general idea is to run them standardly and not to ARC Break them. He does not scan through anything in order to find body thetans.

When a Solo Auditor can find no more BTs, he can attest or run a pressure area down and handle as per his running instructions.

The pre OT could be exterior and the interiorization process can be run in Review to help him through.

Here are three reasons why a pre OT might have trouble whilst running BTs on Incident II:

1. It is the wrong area.

2. It is not the volcano of the BT being run.

3. It is not an Incident II but another incident of a different date.

Check 1 and 2 if you are having any difficulty in running Incident II and handle by locating the correct area or finding the volcano of the BT being run.

If it is not a II simply check for the date and if different, run it.

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HCO BULLETIN OF 13 OCTOBER 1969

OT III
CLASS VIII

ISSUE II

Secret

OT III ERRORS

Among OT III errors are:

A BT run on Inc I fails to blow.

There are three reasons:

(a) Auditor is trying to run a cluster with an Incident 1. The right thing to do is date and get the character of the incident that made it a cluster and then run Inc Is on those left when it breaks up. Or get Dn auditing.

(b) There is an earlier Incident I on the same BT. Find it and run it. The BT has a chain of them all by himself.

(c) Another BT is copying the Inc I just run so it looks like it didn't blow. Failure to ever run Inc II can also cause a bog.

Routine Dianetic Auditing by a Dianetic HDC who is also on or above OT III using triple flows and LDN OT III also handles bogged OTIII Pre OTs.

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HCOB OF 10 DECEMBER 1978

AOs only
OTIII Pack

CONFIDENTIAL

ADDITION TO OTIII PACK

The following is added to the OTIII pack as Pre OTs on Solo OTIII need this data.

EARLIER INCIDENT I

The most common difficulty you get into with a BT that doesn't blow is there was an earlier Incident 1, some have several earlier Incident I's. The question "An earlier Incident l?" will read if there is. When you get down to the first incident I you are liable to jump from one BT to another, if you keep asking for an earlier.

EARLIER UNIVERSE

There were several universes earlier than this one. If "earlier incident l?" doesn't work, then its "earlier universe?" - the BT recognizes there was an earlier universe - the BT will spot this and blow. It is unnecessary to run the incident that occurred in the earlier universe, because it will blow without it.

(caution: There is an implant which miscounts the number of earlier universes, making it seem there were far more than there were).

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HCO BULLETIN OF 25 OCTOBER 1969RA
REVISED 20 SEPTEMBER 1978
REVISED 16 AUGUST 1983

AOs
Solo OT III
Course
Solo C/Ses
OT III Review
Auditors

(This HCOB has been re-revised to eliminate all references to R3R or the use of Dianetics, per HCOB 12 Sep 78, DIANETICS FORBIDDEN ON CLEARS AND OTS, and to further clarify the procedure for handling cumulative clusters.)

(Revisions not in italics.)

SECRET

CLUSTER FORMATION

C U M U L A T I V E

(Refererence: HCOB 15 Nov 78 DATING AND LOCATING.)

In doing “a cluster ” one is likely to find it is made up of other earlier clusters. This is called a “cumulative cluster ”.

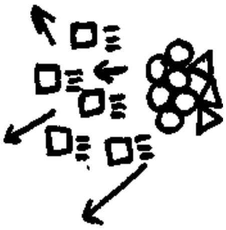
A CLUSTER is a group of body thetans crushed or held together by some mutual bad experience.

A CUMULATIVE CLUSTER is a group of two or more clusters crushed or held together by some mutual bad experience.

A cumulative cluster looks like this: (the shapes are for illustration only)

A. 

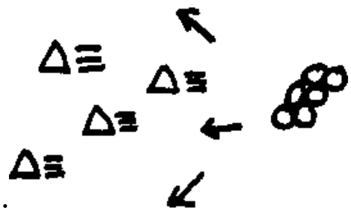
3 clusters impacted together
(driven or wedged tightly together)
by: 1898 - Impact Horse Accident.

B. 

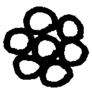
The type of mutual incident is first established (in this case, an impact) . When the 1898 incident is then Date/Located, one cluster (the square part) blows.
(On the meter you get a LF or BD and F/N when the incident is dated to blow, and a LF or BD and F/N when located to blow.)

C. 

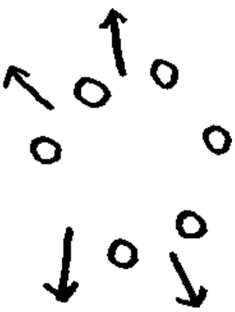
The remainder consists of 2 clusters, held together by an earlier cluster making incident.

D. 

Type of earlier mutual incident is established, by meter read, as Electric shock. When the incident is Date/Located (93 million years ago on Planet X - or more exact location) another cluster blows.

E. 

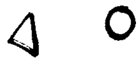
One cluster, the earliest portion of the cumulative cluster, now remains.

F. 

The type of mutual incident is established as an implant. This is Date/Located (72 Trillion years ago, in area Y of Planet Z) and the final cluster blows.

Note:In Date/Locating you get an F/N on Dating (blow) and an F/N on Locating (blow). <u>Each</u> F/Ns.

HANDLING ANY SINGLE BTs
REMAINING FROM A CLUSTER

AA.  Single BTs remaining from a cumulutive cluster.

BB.  You must check by meter read for any BT remaining from a cluster. If there is one, locate the BT and handle him to blow with Inc II and Inc I. The needle will F/N as he blows off.

<u>IMPORTANT NOTE</u>: If one of the incidents you ran on the cumulative cluster happened to be an Inc II, you would now run Inc I on any remaining BTs to avoid overrunning Inc II.

CC.  Check to see if another BT remains from the cluster and if so handle the BT to blow per step BB above.

When any remaining BTs have been handled to blow, you can check for and handle copies, as needed.

Clusters or cumulative clusters are handled by finding the type of incident which made the cluster (the correct type will read on the meter); then meter dating to blow and locating to blow.

Clusters can occur at Inc II and Inc I, so either could be on a cumulative chain.

They can also occur at 1 to 1 1/2 Quadrillion which is the date (this can be dated exactly) of the Clearing Course materials. (Ref: HCOB 14 August 1983, C.C IMPLANT.)

Clusters can occur at random dates for different reasons.

The correct procedure for Date/Locating a cluster or cumulative cluster is :

(a) Find by meter read the type of incident that made it into a cluster.

(b) Date the point when it became a cluster to blow.
(Ref: HCOB 15 Nov 78, DATING AND LOCATING.)

(c) Locate the place where it became a cluster to blow.
(Ref: HCOB 15 Nov 78, DATING AND LOCATING.)

(d) Handle any remaining single BTs to blow.

(e) Handle copies.

A cumulative cluster is handled by Date/Locating the latest mutual incident first, then the next earlier mutual incident, and so on down to the basic (earliest) mutual incident for that cluster. (Blows will occur as you go down the cumulative cluster chain, as shown in the diagrams.) Then handle any remaining single BTs. Handle copies.

Clusters and cumulative clusters are not difficult to handle provided you follow the method and steps for handling given above.

With spot on metering and the tech of Date/Locating correctly applied you will have no problem with it.

Good luck !

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HCO BULLETIN OF 26 AUGUST AD 19R
REVISED 16 AUGUST 1983

AOs
Class VIII
Course
Class VIII C/Ss
Solo C/Ss
Solo OT III
Course

(This issue has been revised to delete references to the use of Dianetics on OT III, per HCOB 12 Sep 78, DIANETICS FORBIDDEN ON CLEARS AND OTS, and to include on the list of OT III errors Item No. 11 regarding overrun which was formerly given in a bulletin additional to this one, HCOB 26 Aug 69, Issue II, "Add OT III C/S".)

(Revisions not in script)

SECRET

OT III CASE SUPERVISION

I have lately been Case Supervising a number of temporarily "failed" OT III cases and have them all running well on Solo now.

The errors made are more or less as follows:

1. The Solo auditor cannot audit - has not absorbed his training or at least isn't putting it into practice. He/she cannot put ruds in or do other elementary auditing actions. The remedy is to get the Solo auditor better trained. This may be a matter of cramming or it may be a matter of the Pre OT retreading his Solo course. If the person then still has trouble on this level, he would need a thorough retread of his Solo auditor course Part Two. The best idea by far is to be at least a Class VI auditor. Those who make fastest progress on III are Class VIIIs, of course.

2. The case has not been well prepared due to earlier quickied or incomplete Grades or Rundowns. The case is so overcharged that the Solo auditor cannot "front up" to auditing at OT III. Out of this you get the pathetic case that declares "none on OT III" and tries to attest. Or the one who runs five or six, says "that's all" and tries to attest. There have been cases that took one look at OT III materials, "rabbit"(which is to say run away) and "attest" hurriedly. The remedy for all these is to (a) get ruds well in and use the correction lists appropriate to the Solo level they have done, including an LDN, (b) get the person more training as in 1 above, and (c) get the person through the level standardly, using Review as needed, to an OT III attest.

These two actions take care of the majority of "difficult" cases on OT III.

These two points have been pretty prevalent, poor auditing and finding none or few on OT III. So much so that I have found few true completion's on OT III and an awful lot of "OT VIs" who were really only "OT II". All such should be brought in and remedied as per 1 and 2 above. It is a poor thing to have them stumbling around with a false Grade. OT III is NOT a fast Grade.

FURTHER III REMEDIES

The common garden varieties used by a Case Supervisor in day to day OT III session C/Sing - or the troubles an OT II Solo auditor runs into on OT III now and then in sessions follows:

3. High TA. This comes from not completing the Incidents II and I on Body Thetans (BTs).

4. The Solo auditor puts too WIDE an attention span on the BT and runs two or three when he is intending to run only one.

5. A cluster just won't break up. The remedy is to check for "Cumulative cluster" or "Mutual incident of another Date". With a mutual incident of another date, the type of incident would first be established and the incident then Date/Located per HCOB 15 Nov 78, DATING AND LOCATING. A cumulative cluster would be handled per HCOB 25 Oct 69RA, Rev. 16 Aug 83, SECRET, CLUSTER FORMATION CUMULATIVE, until the cluster was completely blown. When these actions are done in Review and completed, the Solo auditor is sent back to Solo to continue with OT III.

There is another action which may be done in Review when a cluster won't break up. The Review lists for impacts or incidents that would cause a cluster and handles the item obtained from the list with Date/Locate. When the Review action is complete, the Pre OT goes back to Solo auditing OT III.

6. Ruds go out on BTs. This is the usual reason a Solo auditor suddenly feels he doesn't want to audit or "needs" a Review. The Solo auditor doesn't realize, sometimes, he is dealing with living individuals and roughs them up, putting the ruds out on them. The remedy of course is to locate BTs who have out ruds, put the ruds in and run Incident I, at which the BT should leave.

7. A "theta bopping" meter sometimes puzzles a Solo auditor on OT III. This means a BT is trying to exteriorize and can't. The remedy is to complete the partially run Incident II or Incident I or in extreme cases, put the ruds in on the hung up BT.

8. One hand electrode giving a wrong TA read, baffling the Solo auditor with Floating needles with a "High TA". The remedy is to have two hand electrodes handy and trim the trim knob so the 1 hand electrode reads the same as the two hand electrodes to check the real TA on occasion.

9. A suppressive body thetan sometimes isn't auditable. The remedy is to run Grade IV, then Inc. II and Inc. I. If this doesn't do it, get power run on the SP BT. The greatest error is to get upset with one of these, put the ruds out, and make him submerge. In this case, the suppress button is put in or he is prepchecked and then run on Grade IV, Power, Inc. II and Inc. I. These SP BTs are far less common than is supposed. Solo auditors

with faults as in paragraphs 1 and 2 above, or who miss other matters blame every fault on SP BTs. They do however exist.

10. By far and large the corniest error and which has been very prevalent is not knowing the materials of OT III or the content of Inc II or Inc I. This can get pretty bad. I've seen people running Inc II with the date of I! But the funniest error under not knowing the materials is reading wild adventures alleged to be Inc II and Inc 1.

Inc I and Inc II are very precise indeed. The remedy is to send the Solo auditor back to starrate his OT III pack.

11. A BT can be overrun. This fact sometimes causes a Solo auditor to believe OT III is overrun. If he asks "Is OT III overrun?" he may get a read and a blowdown. This is actually just one BT or cluster that is overrun. The way such an overrun can occur is covered in HCOB 4 May 68R, Rev. 16 Aug 83, Issue II, OVERRUN ON III.

The remedy is finding out who was overrun, discovering and indicating the point of overrun and getting the charge off in that way. The BT or cluster may then just depart. If not, one then runs Inc I on the BT (or handles the cluster) to a blow. Then one carries on with OT III.

Running with a discharged meter, with cans not plugged in or with no meter at all - in short any of the errors you find in auditing can also occur in Solo auditing.

However, the faults or troubles 1 to 11 above cover any and all the errors I have found specifically applying to OT III.

This Grade, OT III, is a long and very valuable Grade. IT determines whether or not the Solo auditor will eventually be a real OT.

But the carelessness and casualness with which some Solo auditors often approach OT III and a Solo auditors willingness to run one BT and say "well the rest don't bother me", is simply an indication of weakness or Treason on the 1st Dynamic.

There is no status value to having "none on III" or in only finding a few or who "blew them all in Dianetics". These indicate a Solo auditor who is weak and cannot affect others and who needs the handlings in 1 and 2 above.

OT III is a vital Grade. One fronts up to it and does it. When he is really done, the rewards of OT III exceed his wildest dreams.

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RTCU:LRH:rw:iw

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HCO BULLETIN OF 14 SEPTEMBER 1971

OT III Packs
Class VIII's
Adv. Case C/S

S E C R E T

SOLO C/S SERIES No. 7

RUDS GOING OUT ON BTS

As per HCOB 26 August 1969 "OTIII Case Supervision", ruds go out on BTS. In this respect the following scale based on HCOB 23 August 1971 C/S Series No. 1 "Auditors Rights" is of use to the Solo Auditor:

When the ruds go out on BTs during the session the Solo auditor recognizes the following:

BT critical = W/H from auditor.
BT antagonistic = BPC in session.
No TA = Problem.
BT sad = ARC Brealk
Soaring TA = Overrun or protest; (also more than one
BT being run in error or it's a Cluster.)
Auditor tired = No sleep or incomplete Inc 1's.
Auditor dope off = By-passed FN or not enough sleep
Auditor no interest = Out ruds on BTs.

A solo auditor who isn't sure what it is but runs into trouble with a BT is smart to end off the session quickly, write down the full observation and get it to the C/S.

The Solo auditor who knows what he is looking at as per the above scale (and the C/S the C/S would give), handles it promptly,

BT critical = pull the W/H.
BT antagonistic = BPC = assess proper list (such as L1C) and handle.
No TA = (or case gain) = Problem = locate the problem and handle.
BT sad = ARC Break = locate and handle, itsa earlier itsa.
Soaring TA = O/R or Protest (Also more than one BT being run in error
or it's a Cluster) = find which and handle. (Running more
than the one intended comes from too WlDE an intention.)
Auditor tired = no sleep or incomplete Inc 1's = check which it is and handle .
Auditor dope off = lack of sleep or BP FN = check on sleep or rehab FN.
Auditor no interest = out ruds on BTs = put in ruds.

Flag A/Advance Course
Supervisor
for
Training and Services Aide
for
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HCO BULLETIN OF 18 SEPTEMBER 1969

OT III Pack
Class VIII

CONFIDENTIAL

DIANETIC AUDITING AND OT III

After a person has been on OT III for awhile and he is audited by a Dianetic Auditor (who must be a Grade OT II working on OT III or an OT III himself, unless you want to wreck your Dianetic Auditors and break security), certain phenomena develop:

It will be found that emotions and somatics etc., will assess as ever without difference on a Health Form. There is no change in this.

However, in running, the chain may be found to consist of incidents which are connected with OT III Solo auditing as well as events.

Thetans which were not run due to interruptions of Solo III, due to errors by the Solo auditor and incidents in which the pc received BTs as well as impacts making clusters may be encountered.

Such auditing can be apparently full of ARC Breaks but only if the Dianetic auditor departs from the Auditors Code or regular procedure.

The auditing situation may seem to demand changed commands etc., but the only fallability can occur if the auditor goes non-standard.

For Example:

The pc cognites he is not running his own incident but a body thetan. This requires only TR 4 as it is only an origin. Acknowledging the fact, the auditor simply goes on. Evaluation by the Auditor can easily and dangerously occur.

For example, the pc finds he is relaying the auditing commands to the BT. This would seem to indicate that the auditor changed the wording of R3R to "Have him move ________" or some such alteration. To alter commands is fatal. Soon the pc will find the Bt is taking the auditing commands directly and and no change of command was needed.

The pc relaying BT comments back to the auditor is only a TR 4 situation unless, of course, the command was wrong or a clarification is rsquested. Even then the auditor does not go non-standard. The primary Dianetic Auditor error in running one BT on Inc 1 after another is to use ABCD instead of 1, 2, 3, 4. The last BT blew. The new BT hasn't got a date to move to if you just use ABCD. You do 1,2,3,4 on the next BT. You should realize he is a different pc.

Running a chain of one emotion or somatic you can get lots of BTs who have a part of that chain. So if one goes down the chain to Inc 1 and blows with an F/N, you may find

the same somatic or emotion on a new BT which will run as in any R3R and again get down to an Inc 1.

Example: The Solo auditor has not audited for 6 months. He gets a Dianetic session. Assessed is “A feeling of sadness.” The Dianetic auditor runs a chain consisting of :-

1. An interrupted Solo session.

2. An overrun Inc 2.

3. An Inc 1 to blow and F/N.

Now the same item “A feeling of sadness” reads. A chain is run consisting of

1. An interrupted Solo session

2. Where the BT picked up the pc. Blow F/N.

Now the same item reads - “ feeling of sadness “. A chain is run

1. An overrun on Inc 2 BT.

2. The cluster the BT was in. Blow F/N.

Once more “a feeling of sadness” reads. The chain is run

1. An ARC Brk from now getting audited.

2. Inc 2 overrun

3. Inc 1. Blow F/N.

The somatic is checked and the item does not read, only F/Ns.

So that’s all there is to that. Reassess or add to the Health form.

This does not apply to Dianetic preclears. It applys ONLY to Dianetic auditing done on Solo Auditors who are incomplete or overdue or hungup on OT III.

One word of warning. BTs are sometimes not very bright and perceive poorly. The Dianetic auditor whose TR 1 is adequate to a regular Dianetic pc but inadequate to auditing a solo auditor’s BTs on a via can cause a lot of ARC Brk, and upset. The BT misses or doesn’t hear some of the commands and gets confused if the Dianetic auditor has a too quiet or poorly pronounced TR 1.

In auditing a former Solo Auditor on Dianetic auditing, the Dianetic Auditor’s TR 1 must be clearly hearable and carefully said.

Also, as above, it is easy to mess up on TR 4 and evaluate for the solo-auditor-now-pc "clearing it up by telling him what reads on the meter" etc.

OT III pre OTs got a reputation of being hard to run on Dianetics early in Dianetic re-development.

Only five reasons exist for this:

1. A person that high on OT grades audits fast and a comm laggy Dianetic auditor can drive him up the wall.

2. Too quiet or too blurred TR 1.

3. A tendency to evaluate instead of using TR 4.

4. The numerousness of BT chains on the same item (The BTs being separated now) making several chains of the same item which if not all run separately leave the pc ARC Broken with the by-passed charge of unrun BTs.

5. The OT II who is still an OT III and has been on it awhile probably himself has no pictures and all the pictures he has are BT pictures.

The lower grade pc (before clear) reacts as a composite being all on one chain, so to speak. He is separared into himself and individual BTs and clusters of them when he gets to OT II and so "audits differently". He easily misowns the pictures, thinking they are his. And the big Blowdowns you get on such a pc's item indicates several BTs have it in common.

If a lower grade pc ever got separated out like this, it could be that "he" has several chains of the same item, meaning he has separated BTs. If the Class VIII sees a lower grade pc whose "illness won't recover" he need only have the same items checked that have already been run on the pc and if one gives a BD, get it run again or again and again. But this means this pc was already-chopped up in sessions in some way so that, unknown to the pc (and you don't inform him or her) other BTs than that one run had the same somatic or emotion and only one was run on it. You just leave all items already run on the list and run them again if they read again. If really flat the item briefly F/Ns but you disregard the F/N while assessing in this case. The phenomenon is rare that a lower grade pc has to run more than one chain on the same item.

A Solo III, however, will be found to have the same Item on more than one BT in many cases.

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HCO BULLETIN OF 8 JUNE, 1970

Issue II

Class VIIIs
OT IlI
Class VIII Checksheet

S E C R E T

The reason for low TA is unflat OTIII phenomena .

If a person has had a low TA in lower grades (see HCOB 8 June, 70, Issue 1) the keynote is take it very easy as auditor and C/S. This applies also to any auditing given on upper OT Levels.

That a Pc's TA goes below 2.0 is a certain indicator of unflat OT III. He's still got some.

When a person cannot handle OT III he is too much at effect. He cannot project his intention. And so can't run O TIII.

The new OT I and OT II, particularly OT II, are designed to increase a pc's ability to project his intention to others. If he can't, they overwhelm him and you get low TA or "none on III". Harsh, overbearing auditing or life incidents have to occur, apparently to drive the TA down.

Overts, disagreements expressed as obsessive agreement and other lower lovel matters are at the bottom of this in any being.

But any "case of low TA" I have ever found has been:

(1) Overwhelmed in life;
(2) Unable to praject intention;
(3) Physically inactive;
(4) Loaded with BTs;
(5) Tends to go out of valence easily .

In all this (4) is the important point.

The cure is given in HCOB 8 June, 70, Issue 1, and the only thing that this HCO B, Issue II, adds is that it IS (4) above.

Endless OT III and Low TA are alike - inability to project intention, pc at effect.

Remedy by lightly causing pc to come to cause, to be able to project his intention and thus flatten OTIII.

That will complete and finish off low TA.

LRH: dz

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Include in all original III Packets. 20 Apr 68

IMPORTANT NOTE SECT III

III Completion

It does not matter whether or not you ran Inc 1 & 2 on self.

THE END PHENOMENA OF III IS GETTING RID OF ALL BODY THETANS. This does not necessarily include self.

If you overrun III it will be by trying to get rid of more body θ's than there were or by then, having gotten rid of the others, starting in on self.

So III is *complete* for purposes of overrun as above.

If you have not done Inc 1 & 2 on self when above is achieved, attest completion and then do 1 & 2 on self. LRH

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HCO BULLETIN OF 20 OCTOBER 1970

OT III
OT IV

CONFIDENTIAL

EP'S

No BTs left = OT III

Exterior = OT IV

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HCO BULLETIN OF 4 JULY 1979

Limited
Distribution
NED for OTs
Auditors
AO Review Auditors,
OT III
ACS Checksheet
Class XII

C O N F I D E N T I A L

HANDLING CORRECTION LISTS ON OTs

When you get a read on a correction list on a Pre-OT who is on OT III or above, you should find out from what area it is reading. i.e. find the position in relation to the body, of the BT or cluster on whom that correction list question read.

Otherwise, the reading correction list line gets assigned to all areas, when it only applied to one. This creates BPC as it gives the rest a wrong item or wrong indication, and it makes the reading question appear to be a generality, when in fact it only applied to one BT or cluster.

By finding the BT or cluster that the read applied to, the auditor then clears the read on that BT or cluster. And then takes any additional steps to get it to blow and blow it.

The above does not apply to cases below OT III and must never be mentioned to such a case.

There is a tendency of an auditor trained on general correctlon lists to simply clear the read without finding where it is coming from and as this omission can jam up a case who is on OT III or on NOTs, such auditors when doing NOTs or actions on Pre-OTs OT III or above must learn to handle correction lists in this way. It can mean the difference between failure and success.

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HCO BULLETIN OF 15 AUGUST 1983

AOs
OT Review
Auditors
C/Ses
Solo OT III
Course and
above

CONFIDENTIAL

FLYING RUDS ON SOLO OT III AND ABOVE

(Ref:HCOB 16 Aug 83 CONFIDENTIAL SOLO C/S Series No. 7 RUDS GOING OUT ON BTS
HCOB 11 Aug 78 RUDIMENTS, DEFINITIONS AND PATTER)

Flying rudiments at OT III and above is a piece of tech a Solo Auditor on III must know and be able to use. At this level, when a rudiment is out the Pre OT must be able to determine whose out - rudiment it is — his own, a BT's or that of a cluster.

MISOWNERSHIP

Scientology axiom 29: " In order to cause an As - is - ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it would cause it's vanishment."

This Axiom is especially relevant to auditing at the level of OT III and above because at this level the Pre OT is handling other being than himself (BTs and Clusters). Axiom 29 tells us that it is necessary to establish correct ownership of charge in order to get an As - is - ness of the charge.

Furthermore, incorrectly assigning charge to the wrong being can cause by-passed charge (BPC) as it is now misowned.

Hence the instruction in the OT III materials that one must use a narrow attention span so as not to restimulate or confuse other BTs with the one being audited.

Finding charge without establishing whose charge it is, and fully handling the charge for that being, can result in a generality — the idea that the charge belongs to all — when it only belongs to one being. This can cause a wrong indication to the others to whom it does not belong.

Finding more than one charge without establishing whose charge it is, and fully handling that being, can result in a generality — the idea that the charge found belongs to all — when it only belongs to one being. This can cause an ARC Break or bad reaction as it acts as a wrong indication to the others to whom the charge does not belong. By correctly establishing the ownership of charge, and handling the correct charge on the being to whom it belongs, you get an As - is - ness of the charge.

- - -

HOW TO FLY THE RUDS

The rudiments questions which contain the word “you” (i.e. “Do you have an ARC Break?”) are for use on lower level Pcs, but not at OT III or above. When the word “you” is used in a rudiments question on a Pre OT who is OT III or above, it is evaluative. It says whose charge it is.

The correct wording of rudiments questions for use by the Solo Auditor on OT III or above is:

“ Is there an ARC Break ?”

“ Is there a present time problem ?”

“ Is there a withhold ?”

“ Is there an overt ?”

and when full ruds are being flown:

“ Is there an invalidation ?”

“ Is there an evaluation ?”

By using “Is there an/a ________ ?” you are not evaluating whose charge it is.

Then the Solo Auditor can establish whose charge it is by asking:

“ Is (charge found) mine? A BT’ ? A Cluster’s ? and handle which of these read.

Note: Sometimes you may find that a charge can belong to and read on more than one of the above, in which case you would handle both reads, one at a time. It is also possible that an ARC Break, for example, could be shared by all present, and that it is the Pre OT’s out rud and also a BT’s or Cluster’s. The question used in this case would be “ Is it also (mine) ? (a BT’s) ? (a cluster’s) ?”.

When one rudiment has been fully handled, using the steps above, the Solo Auditor continues on down the rudiments questions to the next reading rudiment and handles it as above.

EXCEPTION

Sometimes the rudiment will run and F/N and blow just on one of the first rudiment questions alone (such as, “ Is there an ARC Break ?” or “ Is there a present time problem ?”, etc.), and without differentiating whose charge it is.

It is possible that the Solo Auditor may not be able to determine whose it is. This is how rudiments run all the time on lower level cases. It just runs generally as the rudiment, without establishing whose it is. The trouble one can get into, however, is misownership, whereby you are running a charge that belongs to a BT as if it were your own (the Pre OT’s) charge. Or the charge of one BT is misowned as belonging to some other BT or Cluster.

When misownership of charge occurs, it won't run or as-is or blow, you can't F/N it, and it will start turning on more mass or solidity. If you get into this sort of situation, narrow enough attention span, sort out whose it is and handle accordingly.

But if when flying a rudiment, or other charge found such as a reading line on a prepared list, it just runs and blows, realize you've had a lucky break. Don't interrupt this to try to find out whose it is or try to take it up again after it has blown.

This is obvious enough when it happens because as soon as you get onto the reading rudiment or reading line the charge starts coming off and the whole thing F/Ns and blows.

This is a special condition and if it doesn't occur you always proceed according to the steps given under "How To Fly The Ruds".

RULE

Unless you get a discharge and blow of the rudiment as described under "Exception" above, it is essential to find out if any charge found belongs really to the Pre OT himself or to a BT or a Cluster when the charge is found.

Don't fly all the ruds, for example, and then ask: " Are all these .... ?" as that would generalize it.

The rule is : ON RUDS, OR ON A PREPARED LIST, OR WHEN FINDING A CHARGE ON A CASE, AT ONCE CHECK IF THAT CHARGE BELONGS TO A BT OR CLUSTER, and if so, find where that BT or Cluster is and limit your attention to that specific area when F/Ning the read. And then take any additional steps to blow that BT or Cluster. And blow it.

These rules for the Solo Auditor on OT III or above apply when putting ruds in at the start session and apply as well to ruds going out during the session. (Ref: HCOB 16 Aug 83, CONFIDENTIAL, SOLO C/S Series No. 7, RUDS GOING OUT ON BTS.) The handling in the later case is the same.

CAUTION

The ruds question : " Is there a/an .... ?" can be asked of any case, but the remainder of the data in this HCOB does not apply to cases below OT III and must never be mentioned to such a case.

SUMMARY

Before you begin solo auditing on OT III get this procedure drilled until you can do it smoothly and precisely.

With the principle of misownership and As - is - ness understood and the procedure well drilled, flying ruds at OT III and above is a piece of cake.

Good auditing!

L. RON HUBBARD
FOUNDER

LRH: sk

Incident Two

75,000,000 years ago on this planet. Sometimes capture was on another planet and eplosion on this planet, then called Teegeeack

Locate area of Explosion.
Pictures of explosions follow
get original explosion.
Effort to stop usually present.

H Bomb dropped on Volcano.
Explosion.
Terrific winds.
Thetan carried over peak.
Electronic ribbon came up
He stuck to it.
It was then pulled down and he was (as part of a group implanted with R6.
Picture of pilot saying he's mocking it up.

(R6 material follow, then days of pictures, God, Devil etc)

(Thetan usually cognites on pilot or before (a on 1st incident and leaves)

#

OT Section III

List of Volcanoes

There were 2 Zones of assembly after the Θ[n] was implanted. Θ's of Volcanoes in Asia and the Pacific were then Taken to Hawaii. Θ's of Atlantic areas were taken to Las Palmas.

Asia & Pacific

North Japan
South Japan
Krakajawia
Mount Washington (alaska)
Mt Ranier
Mt Hood

Mt Shasta (Calif)
San Gergornio (Calif)
INDONESIA
PHILIPINES
Himalayas
(Hawaii)
Andes

Atlantic

Tangier
St Helena
Kolomonjero (Kenya)

(Las Palmas)
Canada

(Spelling not guaranteed)
(List may be incomplete).

#　　#

Incident One

Occurs at Start of Track

~~Loud snap~~
Waves of light
Chariot comes out, turns
right and left.
Cherub comes out.
Blows Horn, comes close
Shattering series of snaps
Cherub fades back (retreats)
Blackness dumped on thetan

Start to stop must be gotten off
(sometimes to hurry).
Run as AN Engram.

# # #

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex
HCO BULLETIN OF 17 AUGUST 1983

AOs, FSO
ONLY
Solo OT III
C/Ses
Solo OT III
Course Super-
visors
Solo OT III
Course

CONFIDENTIAL

LIST OF LRH HANDWRITTEN

MATERIALS ON OT III COURSE

The following is a list of all LRH HANDWRITTEN MATERALS which should be in all OT III Course packs.

OT III students are to check their packs against this list and ensure all of these handwritten materials are there and have been studied before attesting to completion of either the Study Section or the Auditing Section of the Course.

PART TWO: STUDY OF OT III DATA

1. DATA, 3 pages LRH handwriting.

2. 2nd NOTE, INCIDENT II, 28 Oct 68, 5 pages LRH handwriting.

3. 1st NOTE, INCIDENT I, 28 Oct 68, 1 page LRH handwriting.

4. INSTRUCTIONS (revised 12 Aug 1969), 4 pages LRH Handwriting.

5. SECTION III OT, ADDITIONAL SHEET, NOTES ON RUNNING, 2 pages LRH handwriting.

6. 3rd NOTE, RUNNING INCIDENT II, 28 Oct 68, 2 pages LRH handwriting.

7. IMPORTANT NOTE SECTION III, 20 April 69, 1 page LRH handwriting.

PART THREE: AUDITING SECTION

1. OT III SECTION, LIST OF VOLCANOES, 1 page LRH handwriting.

2. INCIDENT TWO, 1 page LRH handwriting.

3. INCIDENT ONE, 1 page LRH handwriting.

The above-listed materials are modified only by the data contained in HCOB 2 Nov

78R, Rev. 10.12.78, CONFIDENTIAL , URGENT, IMPORTANT, DIANETICS DELETED FROM OT III MATERIALS, and HCOB 2 Oct 68R, Rev., 16 Aug 83, CONFIDENTIAL, OT III.

ALL OT III Course materials must be returned to the Advanced Courses Admin at the completion of the OT III Course.

Upon return of these materials, the Advanced Courses Admin must check the pack contents against the OT III Course Checksheet to ensure all materials (LRH handwritten materials, HCOBs and HCO PLs) have been returned.

L. RON HUBBARD
FOUNDER

LRH: pm: sk

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 2 JANUARY 1970

Class VIII
OT III
Study Pack

CONFIDENTIAL

AUDITING BY R3R

Elsewhere earlier HCOBs forbade Inc II and Inc I to be run when encountered by a Dianetic auditor an OT III student.

This restriction is lifted. Experience shows they must be run if encountered by a Dianetic Auditor who must be OT III.

L. RON HUBBARD
FOUNDER

LRH; rs

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 3 JANUARY 1970

Issue II
AOs
Class VIIIs
OT III
Study Pack
R6EW
Study Pack

CONFIDENTIAL

SOLO & R3R

DO NOT ATTEMPT TO RUN R3R as a SOLO Action.

Tests show that while one occasionally can "get away with it" the practice can be dangerous.

Solo Auditing is addressed to specific areas of the mind as given in the auditing materials of R6EW and upwards as issued.

One can run Rudiments on oneself successfully with "Itsa earlier Itsa" meaning finding an earlier similar ARC Brk etc.

But when one tries to run engrams by R3R on Solo one can run into trouble.

When engrams not related to Auditing materials get in one's way on Solo OBTAIN A DIANETICS SESSION from the org.

It is also very bad in Solo to wander around the bank looking over various ideas instead of auditing the materials.

No org can be responsible for somatics and case upsets occurring because one has departed from the exact regimen given in the materials for Solo Auditing. Get a Review or a Dianetic session from a Dianetic auditor who is OT III or above.

L. RON HUBBARD
FOUNDER

LRH:rs

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 10 NOVEMBER 1981

LIMITED
DISTRIBUTION
OT III & above
ONLY
AO C/Ses
AO Solo C/Ses
NOTs C/Ses
AO Review
Auditors

C O N F I D E N T I A L

OT III AND OT III ATTEST

This issue changes the current handling of OT III and OT II: attests and the next step after OT III. We want to end off “endless III’s”. Starting now, AO C/Ses are to handle PreOTs on OT III as follows.

Let the person audit on OT III as long as he wishes. But at the first slackening or abandonment or EP or if he is just going on and on into “endless III”, look for a nice win and tell him that’s it and shunt him over to Audited NOTs.

An AO Review may be necessary before sending the person to attest. On an “endless III” or some of these people who have been incomplete on OT III or who have been on and off OT III for a long time, a Review would be necessary. The Review could be as short as an LDN OT III and Rehab their best win on OT III or as long as a C/S 53 to F/Ning list followed by an LDN OT III and then Rehab their best win on OT III. On some you might only need to find a nice win they had on OT III and indlcate that that was it, or get it rehabbed in session (this would mainly apply to persons currently on OT III).

Some of this termination of III would depend on auditor availability for Audited NOTs, but if this is a situation the solution is to train up more NOTs auditors.

The whole intention here is to take PreOTs who have “completed” OT III per the above qualification and shunt them over to Audited NOTs.

Let’s start maklng OTs in VOLUME.

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FOUNDER

LRH: DM: kjm

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 14 JANUARY 1972
ISSUE I

AO's
OT III Students
For use in Advance Courses
Section III and above

C O N F I D E N T I A L

THE GREEN GREEN FORM REVISED

(Revises HCO PL 1 May, 1968 "Green Green Form")

This form is called a "Green Green Form" because it can be done over and over.

It is not a Review form. It is an auditing form done on or by the student.

The stable datum of awareness and reality is "Reality increase is proportional to the amount of charge taken off the case."

NAME:______________________________ DATE:__________________ TIME: __________

Name of Auditor (if audited by another) ______________________________________

One uses these words to see if the subject of the word is hot. Questions can be made up around the word then. Usually one realizes what it is.

F/N each read by finding an earlier similar incident if it doesn't F/N in the first place.

Do not use to get the TA down.

1. ENVIRONMENT ____

____

____

2. ARC Break Find any ARC Breaks.

Run them: (a) Date _____________________

(b) Identify what it was ____________________________________

(c) Find if it was a break in:

i. Affinity ____________________
ii. Reality ____________________
iii. Communication ______________
iv. Understanding _______________
v. Incomplete action cycle ________
vi. Overrun of an action __________

3. Ignored originations ____

____

4. Missed withold ____

____

Who ____________________ When ____________________ How ____________

5. Motivator ____

____

6. Overt ____

____

7. Present time problem ____

____

8. Problem ____

____

9. Evaluation ____

____

10. Invalidation ____

____

11. False meter read ____

____

12. Qn overrun ____

____

13. Self overrun ____

14. Grade unflat - Whose?____

15. Cluster ____

16. Switched Qns ____

17. Out of valence ____

18. Wrong date ____

19. Wrong item ____

20. Assertion ____

21. Suppress ____

22. Invalidate ____

23. Improperly Audited ____

24. Quit ____

25. Didn’t leave ____

26. Left ____

27. Came back ____

28. New one ____

____

29. Nervous ____

____

30. Not you ____

____

31. Abused ____

____

32. Not - ised ____

____

33. Suppressed out of existence ________________________________

____

34. Thinks he’s you ____

____

35. You think you’re another _________________________________

____

36. R3R Incomplete ____

____

37. Run too many times _______________________________________

____

38. Protesting ____

____

39. Helping ____

____

40. Dead ____

____

41. Animal ____

____

42. Bird ____

____

43 Insect ____

____

44. Putting them there to run ____

____

45. Still more left ____

____

46. Trying not to be ____

____

47. Stopped ____

____

48. Getting too many restimulated ____

____

49. An earlier Inc 1. ____

____

50. (A.) An earlier Inc. 2 ____

____

50. (B) Earlier mutual cluster-forming incident. ____

____

51. Too late on the track ____

____

52. Needs dating ____

____

53. Needs locating ____

____

54. Part done then abandoned ____

____

55. Too many incomplete cycles ______________________________________

____

56. Misunderstood word ____

____

57. Pretending ____

____

58. Lying ____

____

59. Suppressed hate ____

____

60. Love ____

____

61. Promised never to leave ____

____

62. Something else wrong ____

____

63. It was all ok ____

____

Time______________TA ____

Compiled from LRH writings
by Advance Courses Supervisor
for
L. RON HUBBARD
FOUNDER

LRH: PS:ne:fmg

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 12 OCTOBER 1969RB
REVISED 25 AUGUST 1975
RE-REVISED 20 SEPTEMBER 1978

CONFIDENTIAL
Class IV, OT
III Auditors
AO Review
Auditors
AO C/Ses
Class X-XII

(Revised 25 August 1975 and renumbered to delete Question 21 which was not written by me.)
(Re-revised 20 September 1978 and renumbered to delete any Dianetic handling - as Dianetics, R3R, or R3RA is forbidden on any Clear or above.)

(Revisions not in script.)

SECRET

LDN OT III RB

This list is for use on a pc who is OT III or above.

When an impasse occurs or the pc gets upset, the auditor (who must be an OT III or above) assesses this list and works out from what is found to read, what has gone wrong.

DO NOT RUN ANY R3R, R3RA OR ANY DIANETICS

LlC can be used on a BT.

L7 can be used on a BT.

GRADES

You can also run Grades O-IV on a BT.

OUT INT

A BT can be having trouble with Out Int, requiring the End of Endless Int Repair RECALL process (but no R3R).

EARLIER INC I, EARLIER UNIVERSE

The most common difficulty you get into with a BT that doesn't blow is there was an earlier Inc I , some have several earlier Inc I's, and when you get down to the first Inc I you're liable to jump from one BT to another, if you keep asking for an earlier.

And if earlier Inc I doesn't work, then it's "earlier universe?" - the BT recognizes there was an earlier universe - the BT will spot this and blow.

(Caution: There is an implant which miscounts the number of earlier universes, making it seem there were far more than there were.)

LDN OT III RB

PreOT's Name____________________________Auditor__________________________

Date_______________________

1. WAS THERE AN EARLIER INC I? __________
(Some BTs have several earlier Inc I's, the earliest for that BT will run through and blow.)

2. WAS THERE AN EARLIER UNIVERSE? __________
(Get BT to recognize it and it will blow.)

3. JUMPED FROM ONE BT TO ANOTHER BT? __________
(Indicate and handle each BT restimulated. Usually happens when auditor asks for an "earlier" when there was none, or when overrun past an erasure.)

4. IS THIS BEING MOCKED UP AGAIN SO IT CAN BE RUN? __________
(Indicate, if no F/N, D/L when it was mocked up.)

5. ONE INDIVIDUAL WHO THINKS HE IS A CLUSTER? __________
(Handle as an individual.)

6. A CLUSTER WHO THINKS IT IS AN INDIVIDUAL? __________
(Handle as a cluster, D/L, Inc II, Inc I.)

7. THE DATE WAS ACTUALLY FROM A DATE GIVEN IN AN IMPLANT? __________
(Indicate. Find the actual date to blow. Locate to blow.)

8. WRONG DATE FOR INCIDENT? __________
(Correct the date to blow. Locate to blow.)

9. NO DATE WAS FOUND FOR INCIDENT? __________
(Date to blow. Locate to blow.)

10. WRONG LOCATION WAS GIVEN FOR INCIDENT? __________
Correct the location to blow, handle individuals.)

11. NO LOCATION WAS FOUND FOR INCIDENT? __________
(Locate the incident to blow, handle individuals.)

12. INCIDENT Is GOT INTO RESTIMULATION? __________
(Handle the Inc Is.)

13. EARLIER BEGINNING UNDETECTED? __________
(Find the correct beginning and it will blow.)

14. BYPASSED BASIC ON A CHAIN? __________
(Indicate, if no F/N, D/L.)

15. STIRRED UP INCIDENTS EARLIER THAN BASIC? __________
(Indicate.)

16. MORE THAN ONE CLUSTER IN A CLUSTER? __________
(Handle as a cumulative cluster.)

17. SOMEBODY COPYING WHAT WAS JUST ERASED? __________
(Indicate, if no blow, find out who was copying.)

18. RANDOM PICTURES COMING IN INDICATING A CLUSTER?
(D/L the cluster. Inc II, Inc Is.) __________

19. FAILURE TO IDENTIFY AND DATE A CLUSTER-MAKING INCIDENT? __________
(Identify the incident and handle as a cluster.)

20. JUMPED FROM ONE CHAIN TO ANOTHER? __________
(Indicate. Handle individual BTs.)

21. JUMPED FROM ONE BT TO ANOTHER? __________
(Indicate. Handle both BTs.)

22. ANOTHER BT RESTIMULATED? __________
(Handle the BT.)

23. FALSE TRACK THAT WAS REALLY PART OF AN IMPLANT?
(Indicate, if necessary D/L the implant.) __________

24. BASIC KEEPS REAPPEARING BECAUSE IT IS A CLUSTER? __________
(Handle as a cluster by D/L.)

25. AN EARLIER ERROR MADE? __________
(Find and correct the error.)

26. FAILURE TO COMPLETE THE ACTION BEGUN? __________
(Find what action and complete it, but no R3R or R3RA.)

27. LOCATION OF INCIDENT NEEDS ATTENTION? __________
(Locate the incident to blow.)

28. A BT IS PROTESTING? __________
(Handle the protest.)

29. YOU WERE PROTESTING? __________
(Handle the protest.)

30. LEANING ON A WALL? __________
(Indicate-find what the Pre-OT is leaning on.)

31. SEQUENCE OF EVENTS INCORRECT? __________
(Correct the sequence.)

32. INCORRECT OWNERSHIP OF INCIDENT? __________
(Indicate.)

33. RUDIMENTS WERE OUT? __________
(Fly the out Ruds.)

34. A THETAN HAS BEEN INVALIDATED? __________
(Handle the invalidation.)

35. A BT HAS BEEN OVERRUN? __________
(Indicate it to correct BT.)

36. YOU ARE COPYING A BANK YOU USED TO HAVE? __________
(Indicate.)

37. YOU ARE JUST MOCKING UP BTs? __________
(Indicate.)

38. THESE ARE PICTURES OF PAST CLUSTERS? __________
(Indicate.)

39. THERE ARE NO BTs LEFT? __________
(Indicate.)

40. YOU ARE JUST AUDITING COPIES OF BT PICTURES? __________
(Handle copies)

41. THESE ARE YOUR OWN PICTURES? __________
(Find whose pictures, and blow the BT. If they really were the pc's pictures it would mean s/he wasn't Clear. These will usually turn out to be a BT's pictures misowned.)

42. AUDITING ITSELF IS MAKING A CLUSTER? __________
(D/L the session.)

43. A BT IS HAVING CASE TROUBLE? __________
(Indicate. Handle the BT.)

44. YOU ARE CREATING THE INCIDENT I'S AND BLOWING THEM?
(Indicate.) __________

45. YOU FAILED TO QUIT ON A WIN? __________
(Indicate. Rehab by D/L.)

46. USED TOO WIDE AN INTENTION SPAN? __________
(Indicate. Pick out individuals and handle.)

47. RESTIMULATED MORE THAN WERE BLOWN? __________
(Indicate. Handle restimulated individuals.)

48. ARC BROKE A BT? __________
(Assess BT's ARC Break and handle.)

49. GOT MISEMOTIONAL TOWARD A BT? __________
(Indicate. Find the BT, and handle to blow.)

50. AUDITOR CODE BREAKS ON BTs? __________
(Repair the Code breaks and handle each to blow.)

51. DIDN'T ACKNOWLEDGE A BT? __________
(Indicate. Acknowledge the BT and handle to blow.)

52. DIDN'T BELIEVE A BT OR CLUSTER? __________
(Get off the disbelief, handle the BT or cluster.)

53. A BT WHO HAS AN ARC BREAK? __________
(Handle the ARC Break.)

54. A BT WHO HAS A PTP? __________
(Handle the PTP.)

55. A BT WHO HAS A WITHHOLD? __________
(Pull the withhold.)

56. A BT WHO HAS AN OVERT? __________
(Pull the overt.)

57. OVER-REPAIR? __________
(Indicate.)

58. YOU WEREN'T ALLOWED TO ATTEST? __________
(Indicate. Get off the non-acceptance and any Invalidation.)

L. RON HUBBARD
FOUNDER

LRH:dm:kjm

ORIGINAL

OT 4

CLASS VIII

OT IV RUNDOWN

Symptoms

Has completed OT III

OT IV Warning

This is in fact a Grade. Therefore to run it with out first setting the case up fully is to waste it.

Often the case has to:

(1) Be discharged with lots of corrective actions and

(2) OT III must be run on the Pre OT by the auditor or at least cleaned up. It might not be uncommon to have to do half or more of the C/S's in the book before doing the OT IV rundown.

If one holds off and really flys the case, then the person ends up at OT Exterior very nicely when one does OT IV.

If you do OT IV and he is still in his head, all is not lost. You have other actions you can take eg: Clusters, Prepchecks , failed to exteriorise directions.

OT V and VI are designed for someone all ready exterior.

If a person doesn't go exterior after OT IV Rundown, you set him up for OT V by seeing he jolly well does go exterior before going on to V.

OT IV RUNDOWN

Done only by an auditor on a case fully set up by various directions.

1. Ruds or GF to F/N.
2. Rehab drugs.
3. Valence shifter "What valence would be safe ?"
4. Rehab ARC Straightwire to Grade IV.
5. Rehab R6EW to OT II.
6. Prepcheck OT III.
7. Rehab OT V and VI.
8. Run "What has been overrun ?"
9. Run "What can you confront ?"

IF THE PRE OT DOESN'T EXTERIORISE, WE WILL DO 7 CASES NEXT SESSION UNTILL HE DOES GO EXTERIOR which is really the end - phenomena of OT IV audited only by a class VIII.

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex.

HCO BULLETIN OF 4 OCTOBER 1968

CLASS VIII

Pre-OTs who have been audited for a long time over out Ruds will not respond to the OT IV Rundown unless every RUD is gotten in.

When putting in the Ruds on such pcs, you put in suppress and False Reads on each one, each to F/N.

LRH:

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HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex.

HCO BULLETIN OF 10 SEPTEMBER 1968
(Amended 20 Sept 68)

Class VIII

VALENCE SHIFTER

The List question, “What valence (identity) would be safe” is based on tech theory and is used for Pre OTs with high OT sections that do not change non-optimum behaviour.

It is also (rarely) used on a lower grade case who is detached which is to say chronically out of valence to the point of no case gain.

It is very dynamite - be exact in listing it.

LRH: jp: de

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HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex.

HCO BULLETIN OF 4 SEPTEMBER 1968

CLASS VIII

When you run a Valence Shifter on a case that has had low T/A, he’g going to get into a valence he can’t confront and fall on his head.

Cure for it, is to rehab him on Grades and Sections.

Specifically Prep-check III.

LRH:jp

L. RON HUBBARD
Founder

OT IV SOLO

The end phenomenon of OT IV is "Certainty of Self as a Being." OT IV Solo is designed to "proof up a being" against any possibility of being reimplanted in the future.

Part One

The main idea on OT IV Solo is to mock up (create) and unmock (blow) each line of the Clearing Course GPM (7's, The Basic End Words, The Confusion GPM, Objects-Hollow, and Objects-Solid) with all the perceptics of force, effort, heat, impact and unconsciousness of the original implant (as much as you are able). Put sufficient significance on to it to cause the TA to rise. Then spot it (unmock it, blow it) until the TA falls and the mass erases. Then mock it up again and erase it, each line to a floating needle. The TA should rise on the mock up part and blow down on the unmocking of the charge. Do this repetitively with each line of the GPM (including the lights) to a floating needle on each line and until you feel you can create and dissipate that line. Continue until you feel totally free with and at cause over this implant sequence; you may not need to complete all 5 parts. Do it until you can freely and easily mock up and blow this implant GPM.

Part Two

Mock up heat until body feels warm.

Part Three

Postulating mass, with the use of the E-meter and the command "I have mass," create a reactive mind. Put sufficient significance on to it to cause the TA to rise. Then spot it until the TA falls and the mass erases. Then mock it up again and erase it each timeto a floating needle. This procedure is repeated until the PreOT is certain he can create and dissipate a reactive mind.

Part Four

Mock up a non-atomic light and unmock it repetitively to EP.

Part Five

Move the body and notice who is doing it. Run to a cognition.

Part Six

Run ARC Breaks, Problems and Witholds of Long Duration on Matter, Energy, Space and Time (each separately).

Part Seven

Run ARC Breaks, Problems and Withholds of Long Duration on Self.

Part Eight

Run general O/W (What have you done?/What have you withheld?) on track.

Part Nine

Scan out, lightly, all of your auditing early to late, adding up all the hours in session as you go along. Come up with a total number of auditing hours for yourself.

Part Ten

Run your favorite havingness process. If you don’t have one, run “spot an object” to F/N.

Part Eleven

Go to a park or beach (for cold weather areas, an indoor shopping mall will do) and spot the following list of things, each repetitively to EP.

Spot/Look at Matter

Spot/Look at Energy

Spot/Look at Space

Spot/Look at Time

Spot/Look at MEST combined

Spot/Look at an animal

Spot/Look at a person

Spot/Look at an object

Spot/Look at self

Spot/Look at another’s universe

Spot/Look at what you are doing

Spot/Look at what another is doing

ATTEST OT IV

NEW
OT 4

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 JANUARY 1980

Limited
Distribution
OT III & above
ONLY.
(NOT for issue
to Solo Auditors.)
AO Auditors & C/Ses
(OT III).
NOTs Auditors & C/Ses.
Class XII Auditors
& C/Ses.

C O N F I D E N T I A L

THE OT DRUG RUNDOWN

(THE TECHNIQUES GIVEN HEREIN ARE ONLY FOR USE BY AUDITORS AND C/Ses WHO HAVE BEEN TRAINED ON THIS RD, AND IS TO BE DELIVERED AS A WHOLE RD, NOT BIT AND PIECE NOR MIXED IN WITH OTHER RDs, NOR AS "HOURS" OF ANOTHER SERVICE. IT IS ITS OWN RD AND PACKAGE.)

(References:

HCOB	15 Nov 78	DATING AND LOCATING
HCOB	25 Oct 69R	CLUSTER FORMATION, CUMULATIVE
HCOB	6 Feb 78RA	THE PURIFICATION RUNDOWN
HCOB	8 Jan 69	DRUGS AND "INSANITY", NON-COMPLIANCE AND ALTER-IS
HCOB	17 Oct 69RA	DRUGS, ASPIRIN AND TRANQUIL-IZERS
BOOK:	ALL ABOUT RADIATION	
BOOK:	SCIENCE OF SURVIVAL	
HCOB	15 Jul 71RB	C/S Series 48RC DRUG HANDLING Issue III
		The OT III Pack)

BTs, CLUSTERS & DRUGS

BTs and clusters are affected by drugs. They mock up the biochemistry and they mock up the drug and drug incidents. Drug taking in this lifetime restimulates earlier incidents of drug taking on the track. When the case is viewed as a composite of BTs and clusters, you will see that drug taking in this lifetime causes a highly multiple restim. A drug incident can be a cluster making incident.

Earlier drug cultures on the track were much worse than this drug culture. In some cultures the psychiatrist, priest and medico were all one and the same person and frequently used drugs. Some implanters used drugs, either as part of the implant incident or to keep a population enslaved thereafter. When BTs and clusters who have whole track drug incidents are restimulated by a this lifetime drug incident, there is a multiple restim, and if severe enough can form a new cluster composed of the BTs and clusters thrown into restimulation by the drug.

The residual drug remaining in the body tends to keep these BTs and clusters in restimulation, and they by mocking it up, tend to hold onto the drug and keep the drug pictures in restim.

There are two factors regarding drugs: (1) There is the factor of residual drugs in the body, and (2) There are BTs and clusters who are stuck in whole track drug incidents which they are mocking up. These two factors are interactive.

The residual drug deposit in the body causes a drug effect and tends to keep BTs and clusters in restimulation. It is this residual drug deposit that is gotten rid of by sweat out on the Purification Rundown.

BTs and clusters who are stuck in whole track drug incidents continue to mock it up. They actually mock up the drug as well as the incident. This can give the apparency that the drug is in the body. After all a thetan can create MEST, and because they are mocking up the drug, and because they are stuck in it totally, you can get the apparency that there is a residual drug remaining in the body.

Where you have both factors present, (the residual drug deposit in the body and BTs/ clusters stuck in drug incidents), it's absolutely deadly. The drug deposit in the body tends to hold onto BTs and clusters and to keep them in restimulation. And BTs and clusters who are stuck in whole track drugs mock up the drug and the drug incident giving the apparency of drugs in the body. These two factors are interactive both ways, the actual residual drug in the body affects the body and keeps BTs and clusters in restim, who, because they are mocking up drugs that they are stuck in, are creating the apparency of more drugs in the body, and so it goes.

The Purification Rundown will handle a lot of this by getting rid of the residual drugs in the body, and this in itself not only improves the person physically, but also will allow much of the BT and cluster pictures to drop out of restimulation, or at least to drop out of chronic restimulation.

There is another process pretty well forgotten about called freewheeling. This was discovered in earlier research, and is described in Science of Survival, II, p. 260, where it is pointed out that Guk (see All About Radiation) can cause the somatic strip to freewheel. The active ingredients of Guk being Vitamin B1 and Niacin, and these cause BTs and clusters to freewheel through engrams they are stuck in on the track, they don't get down to a basic or anything, they unstick from the stuck point in a track engram. This permits that engram to drop out of chronic restimulation. So we have another phenomenon going on the Purification Rundown that persons below OT III case level would not be aware of. The B1 and Niacin by moving BTs and clusters out of the engram they are chronically stuck in, permits these BTs and clusters to drop out of restimulation, and thus cease mocking it up. This too brings about an improvement in the case condition of the person.

You should also know that when the BT or cluster is Free-wheeling through such a drug incident it can turn on the apparency of that drug in the body. This could be puzzling if you didn't know this datum. Maybe the guy has never taken LSD or Pheno-barbitol in this lifetime and doesn't have any of that drug actually in his body, But the BT or cluster freewheeling through an incident containing the drug mocks up the apparency of that drug in the body, making the guy feel that he is on that drug. And there have been other drugs on the whole track quite different from any drugs in existence today. So during the Purification Rundown you can have a BT or cluster freewheel through and out of a stuck drug engram, and while he's going through it there can be an apparency of that drug in the body even though he's never taken it in this lifetime, but when the BT or cluster freewheels on out of that stuck point, it ceases to mock up the apparency of that drug in the body. Hence get a two way result on the Purification Rundown by getting rid of both the residual drug in the body and the apparency of the drug in the body mocked up by a BT or cluster.

How many of these BTs and clusters actually blow during the Purification Rundown is unknown, but there definitely will be less of them present when he's through the Rundown, and the case will be a lot better off, though not completely and entirely handled on the subject of drugs.

(Caution: The attention of auditors and C/Ses is called to the OT III data, that a person can also freewheel straight through Inc II - this is different from freewheeling out of a drug incident as described above in this issue - but should someone start freewheeling through Inc II, and we know of no instances of this having occurred, the possibility is that it can occur. The description of a freewheel through Inc II is given in the OT III materials and the handling is given in HCOB 2 Oct 68 OT III and 3RD NOTE, RUNNING INCIDENT II of 28 Oct 68 both of which are in the OT III pack.)

Normally we would run Objectives and a NED Drug Rundown after the Purification Rundown, and these actions, particularly running out drug incidents, would handle much of these BT/cluster drug pictures - without the case ever being aware of it at that level. But there are also cases who are Dianetic Clears who are in a body stuffed up with drugs (in fact there is probably a high incidence of Clears who are now doing the Purification Rundown), and these cases cannot be run on R3R or R3RA as they are Clears. This poses a problem of how to handle these Clears after their Purification Rundown.

Clears can be run on Objectives (though you must not re-run an Objective process that has already been run to EP); Clears can be run on recall or straightwire processes and thus can be run on Recall processes on Drugs and the L3RF and End of Endless Drug Rundown can be done on Clears (provided you handle reading lines by indication and do not attempt any R3R or R3RA). These actions will handle a lot of the mental aspect of drugs and drug taking and will enable you to then get the case up the Grade Chart to OT III.

On OT III the Solo auditor will handle and blow many of these BTs and clusters without necessarily ever being aware of, nor having to address drug pictures. But some BTs and clusters can be so held down by drugs, or hung up in drug cluster- making incidents that the Solo auditor is unlikely to be able to audit or handle these, and will need auditing by an OT III Drug RD Auditor.

LIABILITY OF HANDLING DRUGS AT OT III

As drugs and drug incidents have been so common on the whole track, to simply generally ask for drugs or drug incidents when dealing with BTs and clusters, could cause a total restim. It would be likely to throw a large number of BTs and clusters (each of whom individually have different incidents), into restim on drugs. The liability then is that of throwing the whole case into restim on the subject of drugs.

HOW TO HANDLE DRUGS AT OT III

By adding "Drugs" into an existing list or prepared assessment, the subject of drugs is then only mentioned in relation to a specific area and the liability of over-restimulation is avoided. This makes it possible to handle drugs at the level of OT III.

1. Having found the position of a cluster or pressure area in relation to the body, the auditor has the Pre-OT limit his attention to that area (so as not to restim other areas).

2. Find the type of incident that made it into a cluster by assessment of: "Accident, Impact, Injury, Illness, a drug, shock, Implant, heat, freezing, electrical, explosion, implosion, psychiatric incident, lightning, burning, vacuum, radiation." (Usually the read will occur early on the assessment; don't go on assessing after you have got the read.) The auditor indicates the type of incident that read on the assessment and confirms the read. Sometimes you will get a BD and a break up or blow on this step alone.

3. Date the incident to blow.

4. Locate the incident to blow.

5. Handling any remaining single BTs to blow.

6. Check for and handle any copy.

(It is essential that the auditor have the Pre-OT limit his attention to the specific area of the body found, so as not to stir up other BT or cluster masses. And it is essential not to overrun this action and start in on other BTs who were not part of this incident and to whom this does not apply.)

One can ask for a drug or a drug incident on a specific BT or cluster, provided it is limited to that area, and not asked generally.

On a prepared list such as a C/S 53 being done on an OT III or above, if you get a read on any of the lines in the Drug section of the C/S 53, be sure to find the position of the BT or cluster that the read is coming from (per HCOB 4 Jul 79 HANDLING CORRECTION LISTS ON OTs).

Heavy this lifetime mutual drug incidents (or drug trips) can be Dated and Located, but realize that a this lifetime incident is late on the track, and that there could be an earlier (whole track) mutual incident (ref: Cumulatlve clusters).

There was a case who refused to do a Purification RD, who was handled by the techniques given above, and then became willing to do the Purification RD, as he now realized that he had been the effect of drugs and now wanted to get it handled.

Prior Assessment: There is a way to use the Prior Assessment to taking drugs at this level. By taking up the somatics and misemotions the person experienced prior to taking drugs (as is done in a Drug RD), you can then find the BT or cluster and blow it. Instead of running the Prior Assessment item by R3RA as one would do on a Drug RD, (and you must be very careful not to run any R3R or R3RA), you simply take up a reading somatic or misemotion from the list of somatics Prior to taking drugs, have the Pre-OT locate where the BT or cluster is by position in relation to the body, and blow the BT or cluster by usual techniques. This technique has proven very effective in handling two somatic-shut-off cases.

SOMATIC SHUT-OFF CASES

You can find a BT with misemotion on drugs, and especially with an absence of emotion, absence of sensation, absence of perception, absence of feeling. The "lack of_____" or the "absence of_____", (the blank being any emotion, feeling or perception), is just as common on drugs and drug items as the somatic item connected with the drug. (Hence somatic shut- offs caused by drugs and medicines, etc.) These have in earlier materials been called "negative items" due to the absence or lack of an expected emotion, feeling or perception. Whether this "negative item" is the result of a somatic being suppressed by a drug or anesthetic, or whether it is an inability to feel or perceive due to a drug in the body or an accumulation of drugs in the body, such "negative items" are equally important to ask for and to handle in the handling of drugs, as are somatics and misemotions induced by drugs. As these "negative items" are an omitted (a not-thereness of something), they may not be noticed or volunteered by a pc unless asked for them, and sometimes pcs come up to an awareness of a numb area of the body.

CASE HISTORIES

The following case histories (reported by FSO C/Ses), of case handlings piloted on

the subject of drugs on OT III Pre-OTs show what can be done:

Case 1:

“LSD case. Ran BTs and clusters stuck in drug experiences. Date/Located bad drug experiences.

“He experienced relief and stopped complaining that the auditing was having no effect on him. Case had a tendency to blow out quickly without big wins, unable to continue session. Was able to run longer sessions after handling drugs as above.”

Case 2:

“LSD Constant roller-coaster. Critical. Felt crazy, lots of restim.

“An R/Sing cluster went to basic incident of an LSD trip. Said grief charge persisting from acid trips. LSD came up frequently in her auditing. (The grief was handled.)”

Case 3:

“LSD. Had many drug trips that created clusters on LSD and LSD mixed with other drugs. A C/S 53 handled per HCOB 4 Jul 79 HANDLING CORRECTION LISTS ON OTs, was done and drugs read a lot. Each read was handled and each cluster connected blown. Also handled BTs stuck in drugs.

“He got relaxed in the environment, felt there was hope and destimulated. It was the first significant gain he had made.”

Case 4:

“LSD and other heavy drugs. She was also ‘over-restimulated’. Was put on GF 40 Expanded and drugs read. She blew many clusters made during LSD and speed. She finished the GF 40 Expanded and later would find masses that were related to LSD and say: ‘that was made on acid’, and it would BD, and was handled to blow.

“She then ran smoother and her comm line was better and the over-restimulation ended.”

Case 5:

“Heavy drug history. No somatic case. Was 2WCed to find what he was like prior to drugs which revealed back somatics and misemotions. BTs connected with the misemotions and back somatics were handled, as well as BTs stuck in drugs.

“He ran much better after this and it ended the somatic shut-off.

Case 6:

“Very similar to Case #5 above. BTs stuck in drugs and prior somatics to drugs were handled and he came around and ran properly.”

Case 7:

“Heavy druggie. Case opened up dramatically on the handling of a drug cluster-making incident which had been the major point of case deterioration this lifetime.(became psychotic in the incident). The handling of this incident changed his life.

Case 8:

"Slow resistive case. Had been bumping into BTs and clusters stuck in anesthetics this lifetime. Still needs to be directly addressed. Not gotten to as he had wins and completed current auditing hours paid for."

Case 9:

"Heavy drugs and alcohol. Run on BTs and clusters stuck in drugs, restimulated by drugs, stuck in alcohol, restimulated by alcohol. Had C/S 53 and GF 40 Expanded reads on drugs handled.

"Case running better after the above. Still has more to be handled."

Case 10:

"LSD and alcohol.

"Drugs often came up as a cluster-making incident.

"Was stuck in a drug 'exteriorization', was actually a flashing drug picture.

"Had a good win on handling BT/cluster influenced by drugs. On handling BT/cluster restimulated by taking drugs a number of old drug pictures and sensations turned on and blew. On handling BT/clusters stuck in drugs a reasonableness he still had on drugs was handled.

"These handlings were a 'win point', he had felt paranoid about drugs up until now. He also felt lighter.

"Later on a C/S 53, LSD read and on handling, turned on and blew an electric shock type somatic.

"Case had a lot of gain from the above handlings."

PROGRAM FOR THE OT DRUG RD

A. SET-UP:

The case must be set-up for the OT Drug RD by doing the Purification RD, and this is essential. (Obviously there would be no point in trying to handle BTs/clusters hung up in drugs while there is still a residue of drugs remaining in the body.) The only apparent exception to this rule would be as described in this issue, where some drug handling might have to be done in order to get the Purification RD done, but this would be rare and would be followed by the Purification RD, then the full steps of the OT Drug RD. Not only is the Purification RD a required set-up, but there is a very great deal to be gained from doing it as the reader of this issue will understand.

B. THE OT DRUG RD:

1. Based on folder study and as deemed necessary by the C/S a case can be prepared for the RD by assessing and handling a C/S 53 (in accordance with HCOB 4 Jul 79 HANDLING CORRECTION LISTS ON OTs), or even a GF 40 Expanded. (Ref: C/S Series 1 - 10, C/S Series 17.) This step would at least include getting the Ruds in, and may contain other specific needed repair actions if the case has had a rough time in previous auditing or on Advanced Courses. This step requires some C/S skill so as not to over-do nor under-do the Repair, as covered in C/S Series 17.

2. Date/Locate reading (charged) cluster-making drug incidents (i.e. heavy trips, anesthetic operations, severe medicinal drugs or medication), in this lifetime. These having happened to the Pre-OT's current body, tend to be held in common as mutual incidents.

Use the procedure for handling clusters (or cumulative clusters).

3. Handle any pressure areas and any numb (lacking sensation) areas of the body by locating where the area is, assessing for the mutual incident, Date/Locating it, IIs and Is, copies.

4. Take any previously given Drug somatic items, or newly list any additional items connected with reading drugs, medicines, etc., and assess for reading somatic item. (DO NOT RUN ANY R3R OR R3RA) If the BT or cluster that had that item is still there, it will read on the meter. Locate the BT or cluster that the somatic item belongs to by meter read on the position in relation to the body. Blow the BT or cluster by usual OT III actions, (i.e. Inc II, Inc I, or cluster handling or cumulative cluster handling).

(Caution: It can occur that the BT or cluster who had that item has already blown, but some other BT or cluster is copying it, giving a false apparency that the item still exists. This is described and the handling for it is given in Section III OT, ADDITIONAL SHEET, NOTES ON RUNNING, page 2.)

Be sure to include here any "negative items" previously given, or to list for these, and handle these too, as above.

On this step one exhausts all reading drug somatic items and all reading drugs.

(Caution: Never run anything that does not read. Buttons may be checked on unreading items, but if it doesn't read, do not take it up.)

(Note: If you run into an item that was badly messed up in earlier auditing on R3R or R3RA, you may have to repair it by assessing an L3RF using the item as the prefix, with the Pre-OT holding his attention on that specific BT. Indicate only, do not attempt any engram running, when repaired, blow the BT or cluster with usual OT III techniques, if not already blown on the L3RF.)

5. Prior Assessment. Take up any previously listed, now reading, misemotion or somatic item, or "negative item" given on a Prior Assessment to drugs or alcohol or medicine, and handle with the same procedure given in #4 above. Find out when the person started taking drugs or medicine, and 2WC for any prior somatics (and "negative items") and handle any of these that read, as in #9 above.

6. LDN OT III RB. Assess and handle an LDN OT III RB to clean the case up. This will either go to an F/Ning list rather easily, or the case will return to Solo. (As some cases who have attested previously, may find more to run after the OT Drug RD, but this will not always be so.)

WARNING: Although it is stated in earlier materials that an item once having read, even though it does not currently read, should be run, that does not apply to the OT Drug RD. If the BT or cluster whose item it is is still present the item will read. If the item no longer reads the BT or cluster has already blown or it is Suppressed or Invalidated. One must not run any unreading item as doing so risks giving other BTs and clusters on the case (to whom this item does not apply) a wrong item, which can be very upsetting to the case. It can also result in other BTs obsessively copying the item and making it more solid. Refer to the section on Misownership in HCOB 22 Dec 79. False reads will have the same effect, so the auditor must know how to read a meter, and should only use a serviced meter, preferably a Mark VI. Flows of an item are not taken up, only the item, for obvious reasons.

COMPLETION AND NEXT STEP

When the Pre-OT has completed the above Steps 1 - 6, the OT Drug RD is complete and the Pre-OT is sent to declare. He or she would then be advised of the next step, either next OT level, NED for OTs, (sometimes a return to Solo III materials). The Pre-OT will be in

very good shape and if the OT Drug RD has been well audited and C/Sed, will probably make faster case gain on subsequent actions, and will probably have a faster learning rate, in addition to case gains made on this RD. Although these should not be promised, their absence should result in an immediate FES and repair of the RD.

While it is possible that the Solo auditor will blow a lot of these BTs and clusters that were affected by drugs during Solo auditing on OT III or OT III Expanded, and while some cases might not have to have the OT Drug RD, it is probable that the majority of cases will need this RD to handle the effects of drugs, medicines, etc., especially those who have had heavy drugs.

Each of the methods given herein have been tested and proven workable. Sometimes there have been dramatic results from these handlings of drugs given herein on cases who hung fire or were resistive.

Provided you do not make the error of broadly asking for drugs on cases at this level (which would cause over-restimulation), you now have the means for handling drugs at the level of OT III and OT III Expanded.

L. RON HUBBARD
FOUNDER

As assisted by
Senior C/S Int
for the

BOARDS OF DIRECTORS
of the
CHURCHES OF SCIENTOLOGY

BDCS: LRH: DM: kjm

- - -

ORIGINAL

OT 5

OT V

Cause Over MEST
Gain Freedom from Fixated
Introversion into MEST

For eons, man has speculated and guessed about the nature of the physical universe. There have been many opinions and much discussion. Even the modern physicist, with his many names and labels, is still in the dark when it comes to how it got here and why. Before Scientology, the exact truth about the MEST universe was lost, and the way out of the trap unknown. Lies and misinformation had taken the place of the truth.

In 1967, L. Ron Hubbard released Section V of the Operating Thetan Course, the most powerful level released up to that time. On OT V you learn the truth about the physical universe, not the laws of physical scientists, but the basic considerations about Matter, Energy, Space and Time.

The tremendous power that this universe seems to have over thetans resulting in entrapment, degradation and death, is traced to its source.

As you exteriorize from the physical universe at Section V, you discover exactly what MEST is, and become free of its laws.

At OT V, a being is refamiliarized as a thetan exterior with the physical universe. OT drills are done to remarkably increase a being’s ability to communicate with his environment. He is now able to do so, totally free of the mind and body, and free from a fixated introversion into MEST.

Solo auditing on this level serves as an introduction to the rehabilitation of his total abilities as a thetan. He learns to use his new abilities as a thetan with wisdom and judgment.

OT 5-1

A) Fly Ruds if needed.

B) Pre OT is to lie down in a comfortable popsition with eyes shut.

1) Spot a spot in the room

2) Spot a spot in your body

Alternate command 1 and 2 until process is flat (Cognition, VGIs, No more change), then

3) Spot two spots in your body

4) Spot two spots outside

Alternate until flat, then

5) Spot a spot outside

6) Spot a spot on the sun

(Notice the difference between). Alternate until flat, then

7) Spot two spots outside

8) Spot two spots on the sun

(Notice what happens). Alternate until flat.

You may exteriorize or be exterior during these drills but don't have to.

C) With your eyes still shut in a comfortable position indoors do the following commands and write down any major cognitions.

9) Spot an object in the room

10) Spot an object outside

11) Locate a moving object

12) Locate a spot in your body

13) Spot a motion

14) Locate a space

15) Spot a Being

Continue the above steps in sequence until major cognition with very good indicators, or until exteriorization occurs.

OT 5-2

Pre OT is to lie down in a comfortable position with eyes shut.

A) Create an illusion (condition, energy or object)

Then

B) Conserve it

Protect it

Control it

Hide it

Change it

Age it

Make it go backwards on a cycle of action

Perceive it with all perceptions

Shift it in time at will

Rearrange it

Duplicate it

Turn it upside down

Turn it on its' side

Make it obey MEST laws at will

Be it

Not be it

Destroy it

Mock it up and un-mock it at will

C) Repeat steps (A) and (B) to a major cognition.

OT 5-3
(done outside)

A) Put your attention on an object that is ahead of you - like a parked car, lamp post, etc and walk towards it, noticing the distance between you and it. Continue to do this until cognition.

B) Pick out an object ahead of you and wrap an energy beam around it and yourself and pull yourself toward the object by shortening the beam.
Notice what happens.

C) Locate an object, draw energy from it into you. Repeat at least ten times.
Note any cognitions.

D) Locate an object as above and walk toward it. Notice what is holding you to it.

E) Locate a cloud and notice the space between you and it.

F) Notice your body

G) Walk and notice the change in viewpoint

H) Notice the motion of the earth and your relationship to it

I) Notice something about 10 people

Repeat the above steps to a major cognition.

ATTEST TO OT 5

NEW

OT 5

HUBBARD COMMUNICATIONS OFFICE
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Advanced Courses Specialist Checksheet
ACS Auditors
ACS C/Ses

NED for OTs Series 26R

C O N F I D E N T I A L

NED FOR OTs - CHECKLIST - PRE-OT ADVANCE PGM

(Put on left inside cover of folder and keep it up to date.)

_______________________ ________________ ___________
(Pre-OT's Name) (Date Started) (Org)

The auditor checks off each step when done. The number after each step is the relevant NED for OTs HCOB Series number.

PREREQUISITES

Pre-OT is OT III (or above) _____
Pre-OT is not in the middle of another major action _____
Pre-OT is not on a TRs Course _____
Pre-OT has security clearance _____

SET-UPs

D of P interview to get data on Pre-OT's conditon. _____
Remedy any Vit B1 or Calcium deficiency (NOTs 18, 31) _____
Assess C/S 53 Section A, if valid read on Out-Int do End of Endless Int Repair Rundown _____
If Pre-OT has had a recent bad session, repair it _____
If ill or injured handle with an Assist (NOTs 3) _____
Handle any life enturbulation with Ruds or 2WC to F/N _____

CAUTION

Do not be surprised if these steps go out of order, and dont' force the Pre-OT to follow this exact order because his case may not be stacked up this way, although in general it will be found to be this order:

ADVANCE PGM

1. Indoctrination Step & clearing words (NOTs 4, 27 #2) ______
2. Perception Step. (Optional) (NOTs 27 #3) ______
3. D/L point when Pre-OT went Clear (NOTs 11, 12, 17 #4A,43) ______
4. Handle misownership of pictures by Pre-OT (NOTs 11, 12, 27 #4A, 43) ______ *
5. Handle BTs who went Clear (NOTs 11, 12, 27 #4A, 43) ______
6. Handle BTs who went Exterior (NOTs 11, 27, 43) ______
7. Handle BTs audited past erasure (NOTs 11, 12, 27, 43) ______
8. Handle BTs who were overrun, & Copies (NOTs 11, 12, 27, 43) ______ *
9. Repair BTs run on uncharged items (NOTs 11, 12, 39, 43) ______
10. L3RF on messed up Dn chains (NOTs 39) ______ *
11. Repair any goofed D/L on a cluster (NOTs 9, 12, 27 #4G) ______ *
12. Repair of Past Auditing by Name of Auditor (Optional, only if interested). (NOTs 11, 12, 13, 27 #4F,43) ______ *
13. LDN OT III RB (NOTs 41) ______
14. Repair List for Errors in Running OT III (NOTs 41, 42) ______ *
15. Handle PTSness, if pplicable (NOTs 35) ______ *
16. Handle R/Ses (if Pre-OT has R/Sed) (NOTs 36) ______ *
17. Handle Mass Mistaken for Mass of Body (NOTs 15, 27 #5) ______ *
18. Handle BTs/clusters Being Body Parts (NOTs 27 #6) ______ *
19. Handle BTs On or Around the Body (NOTs 14, 27 #7) ______ *
20. Generally Spotting and Blowing BTs/clusters (NOTs 27 #8) ______ *
21. Remnant Ridges (& partial blows) (NOTs 23, 27 #9, 45) ______ *
22. Flow Assessment Recall Process (NOTs 27 #10, 28) ______ *
23. Generally Addressing the Body (NOTs 27 #11) ______ *
24. Specifically Addressing Chronic Somatics (NOTs 27 #12, 32) ______ *
25. Mass That Kicks in when Pre-OT Looks into Body (NOTs 27 #13) ______ *
26. Perimeter Masses (NOTs 33) ______ *
27. BTs with Mis-U words Rundown (NOTs 46) ______ *
28. Cleaning the Body of BT/cluster Masses (NOTs 27 #14) ______ *
29. Verify whether Pre-OT has achieved the full EP of NED for OTs as described in NOTs 27, pages 8 & 11.
    If so Declare. ______
    If not, locate the unflat/incomplete Pgm step(s) and handle. (The NOTs Repair List - NOTs 24 - can be used here, or any point on Pgm when there are unresolved BTs or PBC.)
    DO NOT DECLARE UNTIL PRE-OT HAS THE FULL EP.

* Shows where on Pgm Rest Points may be taken (ref: NOTS 29).

LRH:dm:kjm

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ORIGINAL

OT 6

OT 6

Familiarisation as a Thetan Exterior
with the Physical Universe.

Reference: Creation of Human Ability Route One.

Before doing the following solo processes, listen to the tape recorded lectures called "Route One of Intensive Procedure".

Note - If you have a feeling of reduced havingness during any one of these processes, mock up eight anchor points and push them into your body.

NEVER DO THESE PROCESSES OVER OUT-RUDS.

The following processes are run to

1) floating needle,
2) major cognition,
3) regained ability

STEP ONE

1. Be three feet in back of your head. If you have any trouble with this command, use "Try NOT to be three feet back of your head".

2. Whatever you are looking at, copy it a dozen times (copy means to make another one just like it). Now dispose of these copies in some way. eg. You can push them all together and pull them in on yourself to suppliment havingness. In any event DO NOT leave yourself with these copies. Dispose of them in some way. Locate a nothingness around you and make a copy of it. Repeat a dozen times. Dispose of these like you did above.

3. Find two back corners of the room and hold onto them for two minutes.

4. Find two locations or positions on Earth and hold onto them for two minutes.

5. Find some places where you are not. (Repeat)

6. Spot three spots in your body and Spot three spots in the room. (Repeat)

7. Be in the following places: The room, the sky, the moon, the sun.
The above steps should be done to a Major Cognition or ability regained. Repeat until this occurs. Write it down.

STEP TWO

The following steps are done in your auditing room lying down with your eyes closed.

8. Mock up your own body until you slip out of it.

9. Locate an animal. Postulate it moving from one spot to another. Observe it doing this.

10. Find a walking man — postulate his walking faster. Repeat this with 20 people.

11. Find a walking person — postulate that he will stop, then continue walking. Do this 20 times.

10. Find a person in a distant land. notice the time of day. Notice the terrain. Notice the general environment. Smell the air. Locate a thought that is his. Locate a thought that is yours. Continue until flat.

11. Notice differences between you and your body.

The above should be done to a major cognition or abilty regained. You can repeat the above steps until this occurs. Write it down.

STEP THREE

12. Create in your body a feeling of calmness; create in your body sexual desire and turn it off. Continue that step until you feel you have control over the sexual drives.

Create in your body a feeling of pain.

Create in the body a feeling of serenity.

Do the above until flat.

Create in the body a feeling of hunger and turn it off. Continue this step until you are in control of hunger drives.

Create in your body a flow of admiration particles and turn them off. Repeat until you can do this easily.

The end result of these particular drills is the regained ability to control the body and its sensations. You may have to cycle through the steps more than once.

The Operating Thetan must be able to manufacture and experience to his complete satisfaction, all sensations including pain in mock-up form, and all energies such as admiration and force.

STEP FOUR

14. Postulate anger, boredom, grief, cheerfulness and serenity — in that order. This is continued until you are sure that you can create any emotion.

15. Finally, exteriorized visit a friend who lives in another state. Greet him and flow affinity to him. Ask him to communicate to you by letter.

ATTEST TO OT VI

NEW
OT 6

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 15 NOVEMBER 1978R-1
ADDITION OF 15 OCTOBER 1981

Confidential
Flag Only
ACS Students

C O N F I D E N T I A L

NED FOR OTs

PART B

CHECKSHEET

NAME: ________________________________ DATE STARTED: _____________

DATE COMPLETED: _____________

NED FOR OTs SECTION

A. NED FOR OTs RUNDOWN - BASIC THEORY AND TECHNIQUE:

				M4	STAR-RATE
1A.	HCOB	30 JULY 80	THE NATURE OF A BEING	____ ____	____ ____
1B.	HCOB	25 JAN 88	WHY BEINGS MOCK UP	____ ____	____ ____
1.	HCOB	15 Sep 78 I	NED for OTs Series 1 NED FOR OTs RUNDOWN, THEORY OF	____ ____	____ ____
1A.	DEMO: Demo what happens with a pc on R3RA when you ask for an earlier incident when he doesn't have one.			____ ____	____ ____
1B.	DEMO: Demo the mechanics of dub-in as relates to a Pre-OT			____ ____	____ ____

1C. DEMO: Demo the difference between what's handled on OT III as compared to NOTs. ____ ____ ____ ____

2. HCOB 15 Sep 78 II NED for OTs Series 2 WHY YOU CAN'T RUN ENGRAMS AFTER CLEAR ____ ____ ____ ____

2A. DEMO: Demo what happens with a Clear if you run him on R3RA (including misownership and misidentification). ____ ____ ____ ____

3. HCOB 16 Sep 78 IV NED for OTs Series 10 OT III AND DORMANT BTs ____ ____ ____ ____

3A. DEMO: Demo the EP of OT III. ____ ____ ____ ____

3B. DEMO: Demo a dormant BT. ____ ____ ____ ____

4. HCOB 22 Sep 78 II NED for OTs Series 5 MISCONCEPTIONS ____ ____ ____ ____

4A. DEMO: Demo BTs/Clusters having misconceptions of:

(a) Identity ____ ____ ____ ____

(b) Time ____ ____ ____ ____

(c) Place ____ ____ ____ ____

(d) Form ____ ____ ____ ____

(e) Event ____ ____ ____ ____

5. HCOB 30 Sep 78 I NED for OTs Series 8 BASIC PRINCIPLES UPON WHICH THE NED FOR OTs RUNDOWN IS BASED ____ ____ ____ ____

5A. DEMO: Demo what the NOTs Rundown is structured on. ____ ____ ____ ____

6. HCOB 26 Sep 78 I NED for OTs Series 4 WORD CLEARING AND

			INFORMATION FOR PRE OTs ON NED FOR OTs	____ ____ ____ ____
6A.	<u>DEMO</u>: Demo each definition in NOTs 4 attachment #1 with your twin.			____ ____ ____ ____
6B.	<u>PRACTICAL</u>: In a word clearing session on the meter: (a) Get word cleared by another ACS Student on each of the terms on HCOB 26 Sep 78, I, Attachment #1.			____ ____ ____ ____
	(b) Word clear another ACS Student on HCOB 26 Sep 78, I, Attachment #1.			____ ____ ____ ____
	This is done by having the student read the definition given, telling what it means in his own words, using it in sentences or giving examples until he understands it and F/Ns (as in the Dianetics or Scn CS-1).			
7.	<u>TAPE</u>:	6108C17	RUDIMENTS-VALENCES SH Spec-41	____ ____ ____ ____
8.	<u>TAPE</u>:	6110C18	VALENCES-CIRCUITS SH Spec-68	____ ____ ____ ____
9.	HCOB	17 Sep 78 I	NED for OTs Series 7 VALENCES	____ ____ ____ ____

9A. <u>DRILL</u>: Drill fully the commands and procedure of the Valence Technique on a doll. The student drills the following steps on a doll (who is the "Pre-OT"). The coach, sitting off to the side of the student, supplies the doll's answers using words (<u>NULL</u> SUBJECTS) from prepared assessment lists in the back of the Book of E-Meter Drills for answer to the "What" and "Who" question until he gets to "me" as an answer, he verbally gives the reads and F/Ns, where applicable for the items and answers. The coach must also say where the BT or Cluster is located and when it is blown. The coach is to keep the drill very simple as given below.

(a) The student starts the drill with the following command to the doll: “Locate a BT or Cluster” and acknowledges the doll when the doll says he has located a BT/Cluster.

(b) Student then asks “Where is it located in relation to the body” or “Where is it located?” or “Where is it?”. (This is not a rotely worded question, but the location of the BT or Cluster or mass must be found and communicated by the doll acting as the Pre-OT.)

(c) The student then tells the doll: “With your attention on that exact spot (as found in (b)) ask it ‘What are you?’ “. Coach supplies an answer. (Note: “With your attention on that exact spot” is not a rote command and wouldn’t necessarily be used all the time. You want the Pre-OT to focus his attention on one BT or Cluster at a time.

(d) The student acknowledges the doll and tells the doll to acknowledge the BT/Cluster’s answer.

(e) After the doll has acknowledged the BT/Cluster’s answer, the student tells the doll to ask it “Who are you?”.

(f) The doll (coach supplies answer) relays the answer “me” to the student.

(g) The student tells the doll to acknowledge the BT/Cluster’s answer. Coach would then signify it’s blown and an F/N.

The student does this drill with admin., writing down the questions, answers, the location of the BT/Cluster, reads, F/Ns and blows. This drill is done until the student is totally confident and can do it rapidly and easily with clear admin. ____ ____ ____ ____

The following drills are all done with a doll being the Pre-OT, the

coach supplying the answers, and
admin kept, as in Drill 9A.

9B. DRILL: Using the Valence Technique, as in Drill 9A, drill handling:

(a) A BT or Cluster who gives some answers other than "me" to the "Who are you?" question. ____ ____ ____ ____

(b) A BT or Cluster who gives a repeating answer to the "Who are you?" question. ____ ____ ____ ____

9C. DRILL: Using the Valence Technique, drill handling a mass that doesn't give any answer:

(a) By running Hello's and OK's (Ref. PAB 123, Vol III, page 136-7), followed through with Valence Technique. ____ ____ ____ ____

(b) By jolting it a bit earlier followed through with Valence Technique if it hasn't blown. ____ ____ ____ ____

9D. DRILL: Using Valence Technique, drill handling:

(a) A ridge. ____ ____ ____ ____

(b) A dead energy mass, being put there by some BT or Cluster. ____ ____ ____ ____

(c) A "Shell BT" (NOTs Series 1 and the Definitions). ____ ____ ____ ____

9E. DRILL: Using the Valence Technique, drill all of the above at random until the student auditor feels confident in knowing how and when to do these handlings. ____ ____ ____ ____

10. HCOB 14 Feb 80 NED for OTs Series 54 CLARIFICATION ON ACKNOWLEDGING IN THE VALENCE TECHNIQUE ____ ____ ____ ____

10A. DRILL: Using the Valence Technique, with a doll and coach providing answers (NULL SUBJECTS AS IN 9A) and reads, drill handling: ____ ____ ____ ____

(a) When the answer to the "What are you?" question gives an LFBD F/N. ____ ____ ____ ____

(b) When you've got a "me" answer

to the "Who are you?" question with an LFBD F/N (and Pre-OT has not said it's blown or gone or some such.) ____ ____ ____ ____

(c) When you got an F/N after the acknowledgement of the "me" answer on "Who are you?" but Pre-OT has not signified any blow or that it's gone. ____ ____ ____ ____

(d) When you got an LFBD F.N after acknowledgement of the "me"answer. ____ ____ ____ ____

(e) A series of blows. ____ ____ ____ ____

10B. DRILL" Drill all the above at random until the student is proficient with handling correctly. ____ ____ ____ ____

11. HCOB 31 Jan 80 NED for OTs Series 51 AUDIT BTs CONCEPTUALLY ____ ____ ____ ____

11A. DEMO: Demo the difference between auditing verbally and conceptually. ____ ____ ____ ____

11B. DEMO: Demo how you would handle a Pre-OT who says he got a picture and indicates to you that must be the answer to the "What are you?" question. ____ ____ ____ ____

12. HCOB 16 Sep 78 III NED for OTs Series 31 THE "THETAN HAND" TECHNIQUE ____ ____ ____ ____

12A. DEMO: Demo using Thetan Hand Technique:

(a) To sever a string or beam or line, etc. which is connecting a mass to the body. ____ ____ ____ ____

(b) To separate ridges, masses, composite masses, or layers of clusters. ____ ____ ____ ____

(c) In the "Yo-heave" technique. ____ ____ ____ ____

13. HCOB 17 sep 78 V NED for OTs Series 6 BLOWING BTs AND CLUSTERS ____ ____ ____ ____

13A. DEMO: Demo why an awakened BT mocks up mass. ____ ____ ____ ____

13B. DEMO: Demo a BT stuck down the time track. ____ ____ ____ ____

13C. DRILL: Drill handling a BT holding other BTs there and also how you would find out if this was so. ____ ____ ____ ____

13D. DRILL: Drill handling a "ghost". ____ ____ ____ ____

14. HCOB 15 Sep 78 IV Rev. 13.2.81 — NED for OTs Series 9R CLUSTER,CUMULATIVE, HANDLING AND DATE/ LOCATING ____ ____ ____ ____

14A. DEMO:
(a) Demo how a right date for one can act as a wrong date for another. ____ ____ ____ ____
(b) Demo how a right location for one can act as a wrong location for another. ____ ____ ____ ____

14B. DRILL:
(a) Drill checking for and handling remaining BTs with Valence Technique after the Cluster (or Cum. Cluster) has broken up. ____ ____ ____ ____
(b) Drill checking if the date has acted as a wrong date for others and indicating it as such, after the Cluster's blown. ____ ____ ____ ____
(c) Drill checking if the location has acted as a wrong location for others and indicating it as such, after the Cluster's blown. ____ ____ ____ ____

15. ____ ____ ____ ____

16. ____ ____ ____ ____

17. ____ ____ ____ ____

B. NED FOR OTs RUNDOWN - RUDS, REPAIR OF PAST AUDITING AND SESSION FACTORS

1. HCOB 22 Dec 79 — FLYING RUDMENTS AT OT III AND ABOVE ____ ____ ____ ____

1A. DRILL: Drill the 6 Rudiment Questions (not the handling) on a doll until known perfectly. ____ ____ ____ ____

1B. DEMO: Demo identifying whose charge it is on a rudiment question. ____ ____ ____ ____

1C. DEMO: Demo when you wouldn't need to identify whose charge it is on Rudiments. ____ ____ ____ ____

1D. DEMO: Demo why you handle an out-rud on a BT or Cluster to F/N using earlier similar, if necessary. ____ ____ ____ ____

1E. DEMO: What you do with the Bt or cluster if it is still around after you've F/Ned the rudiment. ____ ____ ____ ____

1F. DRILL: Full handling of rudiments per HCOB 22 Dec 79 FLYING RUDIMENTS AT OT III AND ABOVE on a doll with a coach supplying data using null subjects and saying what the reads are. ____ ____ ____ ____

2. HCOB 4 Jul 79 HANDLING CORRECTION LISTS ON OTs ____ ____ ____ ____

2A. DRILL: Handling a WCCL on a doll with coach supplying data as per above drills and demos. ____ ____ ____ ____

3. HCOB 17 Sep 78 III NED for OTs Series 14 OUT INT, WENT IN, WENT ON ____ ____ ____ ____

3A. DEMO: Demo handling a BT or Cluster with Out-Int. ____ ____ ____ ____

3B. DRILL: Drill handling a BT or Cluster with Out-Int. ____ ____ ____ ____

4. HCOB 30 Sep 78 II NED for OTs Series 11 THE FIRST STEP OF NED FOR OTs ____ ____ ____ ____

NOTE: The following 4 HCOBs with the parts specified only are to be read through, then restudied as they co-relate, then the practical is to be done, and then the M4.

5.	HCOB	16 Sep 78 II	NED for OTs Series 12 REPAIRING AND BLOWING BTs AND CLUSTERS FROM PAST AUDITING OR MIS-AUDITING	____ ____ ____ ____
6.	HCOB	1 Nov 78 I	NED for OTs Series 26R NED FOR OTs CHECKLIST - PRE-OT PGM, Steps 3 through 12 <u>only</u>.	____ ____ ____ ____
7.	HCOB	1 Nov 78 II	NED for OTs Series 27 NED FOR OTs-CHECKLIST, Step 4 <u>only</u>.	____ ____ ____ ____
8.	HCOB	31 Jan 79 II	NED for OTs Series 43 (Additional Action)	____ ____ ____ ____
9.	HCOB	29 Oct 78 I	NED for OTs Series 39 MORE ON DIANETIC CHAIN ERRORS	____ ____ ____ ____

9A. <u>DRILL</u>: On a doll, with the coach using fruits & null subjects for chains, items, dates, etc., drill handling the following Pgm Steps of NOTs Series 26R in conjunction with the referred-to portions of NOTs 27, and NOTs 43 and NOTs 39. ____ ____ ____ ____

(a) Pgm Step 3. D/L point when Pre-OT went Clear (NOTs 11, 12, 27 #4A, 43) ____ ____ ____ ____

(b) Pgm Step 4. Handle misownership of pictures by Pre-OT (NOTs 11, 12, 27 #4A, 43) ____ ____ ____ ____

(c) Pgm Step 5. Handle BTs who went Clear (NOTs 11, 12, 27 #4A, 43) ____ ____ ____ ____

(d) Pgm Step 6. Handle BTs who went Exterior (NOTs 11, 27, 43) ____ ____ ____ ____

(e) Pgm Step 7. Handle BTs audited past erasure (NOTs 11, 12, 27, 43) ____ ____ ____ ____

(f) Pgm Step 8. Handle BTs who were overrun, & Copies (NOTs 11, 12, 27 #4E, 43) ____ ____ ____ ____

(g) Pgm Step 9. Repair BTs run on uncharged items (NOTs 11,12,39,43) ____ ____ ____ ____

(h) Pgm Step 10.L3RG on messed up Dn Chains (NOTs 39) ____ ____ ____ ____

(i) Pgm Step 11. Repair any goofed D/L on a cluster (NOTs 9,12,27 #4G) ____ ____ ____ ____

(j) Pgm Step 12. Repair of Past Auditing by Name of Auditor (Optional, only if interested).(NOTs 11, 12, 13, 27 #4F, 43) ____ ____ ____ ____

9B. DRILL: Handling a stuck picture (NOTs 12). ____ ____ ____ ____

10. HCOB 20 Sep 78 IV NED for OTs Series 18 SESSION FACTORS ____ ____ ____ ____

10A. DEMO: Demo over-restimulation. ____ ____ ____ ____

10B. DEMO: Demo the EP for a session. ____ ____ ____ ____

11. HCOB 15 Nov 78 NED for OTs Series 40 AUDITOR ROLE ____ ____ ____ ____

11A. DEMO: Demo what will happen if you let the Pre-OT on NOTs try to answer an unreading question or look for a BT or Cluster that isn't reading. ____ ____ ____ ____

12. ____ ____ ____ ____

13. ____ ____ ____ ____

NOTE: AT THIS POINT ON THE CHECKSHEET THE ACS STUDENT IS TO START AUDITING NED FOR OTs ON ANOTHER STUDENT, AND COMMENCE BEING AUDITED ON NED FOR OTs HIMSELF, ONE SESSION PER DAY. THIS AUDITING CONTINUES THROUGHOUT THE COURSE.

C. NED FOR OTs RUNDOWN - DATA AND TECHNIQUES:

1. HCOB 30 Sep 78 III NED for OTs Series 13 FESING OF FOLDERS AND FULL FLOW TABLES ____ ____ ____ ____

1A. PRACTICAL:
(a) Make up a (or fill in an existing) Full Flow Table on an ACS student's folder per the above HCOB. ____ ____ ____ ____
(b) Make up a full list of all the auditors from an ACS Student's Full Flow Table. ____ ____ ____ ____

2. HCOB 11 Dec 78 NED for OTs Series 41 HANDLING BTs MESSED UP ON OT III ____ ____ ____ ____

2A. DEMO: Demo why a BT or cluster messed up in running OT III needs correction with finding the OT III error and running the correct OT III action. ____ ____ ____ ____

3. HCOB 11 Dec 78 NED for OTs Series 42 NED for OTs:REPAIR LIST FOR ERRORS IN RUNNING OT III ____ ____ ____ ____

3A. DEMO: Demo the instructions A-F.
NOTE: Do not drill this list(due to the possibility of restimulation). ____ ____ ____ ____

4. HCOB 21 Sep 78 NED for OTs Series 15 THE "SOLIDITY" OF THE BODY ____ ____ ____ ____

4A. DEMO: Demo mass mistaken for the mass of the body. ____ ____ ____ ____

4B. DEMO: Demo how the body magnifies perceptions. ____ ____ ____ ____

5. HCOB 17 Sep 78 II NED for OTs Series 16 "EXTERIOR VISIO", BT PERCEPTION ____ ____ ____ ____

5A. DEMO: Demo how the Pre-OT might confuse a BT's exterior visio with his own. ____ ____ ____ ____

6. HCOB 10 Feb 79 NED for OTs Series 45 PARTIALLY BLOWN BTs ____ ____ ____ ____

6A.	DRILL: Drill handling a partially blown BT.			____ ____ ____ ____
6B.	DRILL: Drill handling when you're getting exterior visio from a BT.			____ ____ ____ ____
7.	HCOB	9 Feb 79 II	NED for OTs Series 44 WRONG ITEMS	____ ____ ____ ____
8.	HCOB	29 Feb 78	NED for OTs Series 25 RESISTANCE TO CHANGE	____ ____ ____ ____
8A.	DEMO: Demo how the handling of resistance to change works.			____ ____ ____ ____
9.	HCOB	29 Oct 78 III	NED for OTs Series 35 NOTES ON PTS	____ ____ ____ ____
9A.	DRILL: On a doll with a coach using null subjects, drill handling PTS BTs and clusters.			____ ____ ____ ____
10.	HCOB	27 Sep 78 I	NED for OTs Series 24 NED for OTs REPAIR LIST	____ ____ ____ ____
10A.	PRACTICAL: Work out how you would handle each line of the NOTs Repair List. Do not take this up with another student. Refer to your course materials only. Do not drill this list (due to possibility of restimulation).			____ ____ ____ ____
11.	HCOB	20 Dec 79	NED for OTs Series 48 AUDITING SOMEBODY UNDER CONSTANT AND CONTINUOUS PT STRESS	____ ____ ____ ____
11A.	DEMO: Demo why you don't run major actions or anything heavy on a Pre-OT who is under continuous PT stress or is ill.			____ ____ ____ ____

11B. DEMO: Demo when you'd end session on such a pc and why. ____ ____ ____ ____

11C. DEMO: (a) Demo Routine A. ____ ____ ____ ____

(b) Demo Routine B. ____ ____ ____ ____

(c) Demo Routine C. ____ ____ ____ ____

12. HCOB 26 Sep 78 IV NED for OTs Series 22 ANATEN ____ ____ ____ ____

12A. DEMO: Demo what's occurring in a NOTs session when you run into anaten and how you would handle. ____ ____ ____ ____

12B. DEMO: Demo what produces a somatic ____ ____ ____ ____

13. PRACTICAL:
(a) Demo handling End of Endless Int on a Pre-OT on NOTs. (Ref: HCOB 24 Sep 78RA,Rev. 21 Feb 79 Int RD Series 4RA and HCOB 25 Sep 78, I, Int RD Series 5.) ____ ____ ____ ____
(b) DRILL: Handling End of Endless Int on a Pre-OT on NOTs. ____ ____ ____ ____

14. HCOB 15 Sep 78 III NED for OTs Series 3 ASSISTS ____ ____ ____ ____

14A. DEMO: Demo handling an assist with NOTs (including earlier mutual incidents). ____ ____ ____ ____

15. HCOB 26 Sep 78 III NED of OTs Series 21 REVIVIFICATION ____ ____ ____ ____

15A. DEMO:
(a) Revivification in an incident. ____ ____ ____ ____
(b) Revivification in a past location. ____ ____ ____ ____
(c) How Date/Locate works. ____ ____ ____ ____

16. HCOB 26 Sep 78 II NED for OTs Series 30 PROGRAM DEPARTURES ____ ____ ____ ____

16A. DEMO: Demo what is a mass and what is a category in relation to NOTs. ____ ____ ____ ____

17. HCOB 5 Oct 78 NED for OTs
Series 29
REST POINTS ____ ____ ____ ____

18. HCOB 23 Sep 78 I NED for OTs
Series 17
PREDICTION
FACTORS ON
LENGTH AND
PROGRESS
THROUGH THE
RUNDOWN ____ ____ ____ ____

18A. <u>DEMO</u>: Demo the difference of the mass and solidity of the Pre-OTs BTs and clusters near the beginning of the Rundown as compared to near the end. ____ ____ ____ ____

18B. <u>DEMO</u>: Demo the EP of the Rundown. ____ ____ ____ ____

19. HCOB 23 Sep 78 NED for OTs
Series 19
TA AND NEEDLE
BEHAVIOR ____ ____ ____ ____

19A. <u>DEMO</u>: Demo why, during a NOTs session, the TA works up into a higher range and pumps back down to a lower range. ____ ____ ____ ____

19B. <u>DEMO</u>: Demo why you may have to operate with a higher sensitivity setting. ____ ____ ____ ____

20. HCOB 28 Sep 78 II NED FOR OTs
Series 20
HOW YOU
OPERATE A
METER ____ ____ ____ ____

(NOTE: This was issued when a Mark V was being used instead of a Mark VI.)

21. HCOB 7 Nov 78 NED for OTs
Series 38
BASIC FEAR ____ ____ ____ ____

22. HCOB 27 OCT 78 NED for OTs
Series 37
COLLECTIVE
IDENTITIES ____ ____ ____ ____

22A. <u>DEMO</u>: Demo handling a collective identity. ____ ____ ____ ____

22B. DEMO: Demo the 2 methods of handling a repeating answer. ____ ____ ____ ____

23. HCOB 1 Nov 74RA Rev. 1.9.78 — ROCK SLAMS AND ROCK SLAMMERS ____ ____ ____ ____

23A. DEMO: Why it is important that an R/S is handled. ____ ____ ____ ____

24. HCOB 10 Aug 76R Rev. 5.9.78 — R/Ses, WHAT THEY MEAN ____ ____ ____ ____

24A. PRACTICAL: On the E-Meter, show what an R/S looks like. ____ ____ ____ ____

24B. DEMO: Demo what an R/S means. ____ ____ ____ ____

25. HCOB 22 Sep 78 I — NED for OTs Series 36 ROCKSLAMS ____ ____ ____ ____

25A. DRILL: On a doll with the coach using null subjects, drill handling a rockslam statement or phrase. ____ ____ ____ ____

26. DRILL: Work out the questions you would use and drill on a doll, with the coach using null answers, the following steps of NOTs pgm 26R in conjunction with NOTs 27.

(a) Pgm Step 17. Mass mistaken for the Mass of the Body(NOTs 15,27 #5) ____ ____ ____ ____

(b) Pgm Step 18. BTs/clusters being Body parts (NOTs 27 #6) ____ ____ ____ ____

(c) Pgm Step 19. BTs on or around the Body (NOTs 14,27 #7) ____ ____ ____ ____

(d) Pgm Step 20. Spotting and Blowing BTs/Clusters (NOTs 27 #8) ____ ____ ____ ____

27. HCOB 27 Sep 78 I — NED for OTs Series 23 REMNANT RIDGES ____ ____ ____ ____

27A. DEMO: Demo a ridge, showing the BT or cluster mocking it up and those stuck to it and in it. ____ ____ ____ ____

27B. DRILL: Flow Assessment Recall Process (on a doll). (See NOTs 27 #9) ____ ____ ____ ____

28. HCOB 4 Oct 78 NED for OTs Series 28 STUCK FLOWS, THE GENUS OF A BT ____ ____ ____ ____

28A. DEMO: Demo a stuck flow. ____ ____ ____ ____

28B. DEMO: Demo an overrun stuck flow reversion. ____ ____ ____ ____

28C. DRILL: Flow Assessment Recall Process (on a doll).(See NOTs 27 #10) ____ ____ ____ ____

29. DRILL: As in Drill No 26, drill NOTs 26R Pgm Step 23, Generally Addressing the Body (NOTs 27 #11) ____ ____ ____ ____

30. HCOB 29 Oct 78 II NED for OTs Series 32 CHRONIC SOMATICS, MISSED BTs ____ ____ ____ ____

30A. DEMO: Demo the handling of chronic somatics. ____ ____ ____ ____

30B. DRILL: Handling chronic somatics on a doll with a coach using null subjects (See NOTs 27 #12) ____ ____ ____ ____

31. DRILL: As in Drill 26, drill NOTs 26R Pgm Step 25, Mass that kicks in when Pre-OT looks into Body Parts. (NOTs 27 #13) ____ ____ ____ ____

32. HCOB 11 Nov 78 NED for OTs Series 33 PERIMETER MASSES ____ ____ ____ ____

32A. DEMO: Demo the handling of putting the Pre-OT’s attention out to the perimeter and how you’d get the BTs or clusters made available by doing this. ____ ____ ____ ____

32B. DRILL: Handling perimeter masses on a doll with a coach, using null subjects. ____ ____ ____ ____

33. HCOB 22 Feb 79 NED for OTs Series 46 BTs WITH MISUNDERSTOOD WORDS ____ ____ ____ ____

33A. DRILL: The sequence for handling BTs with MU words on a doll with a coach. ____ ____ ____ ____

34. DRILL: As in drill 26, drill NOTs 26R Pgm Step 28 Cleaning the Body of BT/Cluster Masses. (NOTs 27 #14) ____ ____ ____ ____

35. WORD CLEARING M4:
Read over and get M4:
(a) NOTs 26R ____ ____ ____ ____
(b) NOTs 27 ____ ____ ____ ____

36. HCOB 14 Nov 78 NED for OTs Series 34 THE SEQUENCE FOR HANDLING A PHYSICAL CONDITION ____ ____ ____ ____

37. HCOB 11 Jan 80 QUAL CORRECTIVE ACTIONS ON OTs ____ ____ ____ ____

37A. DEMO: Demo the definition of "subjective". ____ ____ ____ ____

37B. DEMO: Demo the definition of "objective". ____ ____ ____ ____

37C. DEMO: Demo why subjective questions are not to be asked of Pre-OTs in non-auditing situations such as in cramming. ____ ____ ____ ____

38. HCOB 26 May 80 NED for OTs Series 53 ERRORS ON NOTs ____ ____ ____ ____

38A. PRACTICAL:
Give 3 examples of incorrect auditing questions that would be hard or impossible to answer and show why that is so. ____ ____ ____ ____

SECTION SEVEN

STUDENT THEORY COMPLETION

A. STUDENT ATTEST:

The following attest is to be signed off, item by item, before the student graduates from the Advanced Courses Specialist Course.

If the student has any question or reservation about attesting to any of the points below, he should retread himself on the area.

Only when the student has acquired these skills without question will he or she be able to achieve the excellent results demanded by the NED for OTs Rundown.

I attest that:

a) I have applied the Study Tech of the Student Hat “fully” while on this Course. ________________

b) I am fully familiar with the meter, have done all of the meter drills on this Course, am certain of my ability to operate and read the meter flublessly, and know how to handle the TA, sensitivity and needle. ________________

c) I am able to repair a wrong date and a wrong location. ________________

d) I have, without reservation, a full understanding of the OT III materials. ________________

e) I am able to accurately assess the LDN and can successfully carry out each of the LDN handlings on a pc. ________________

f) I understand and can use the Valence Technique. ________________

g) I understand and can use the technique of jolting BT/cluster a bit earlier in time (to handle stuck points) ________________

h) I understand and can run the Hellos and OKs process to get a Null into communication. ________________

j) I understand and am able to handle out-Int competently. ________________

k) I understand and am able to handle R/Ses competently. ________________

l) I understand and know how to do an Assist. ________________

m) I understand over-restimulation and know what causes it. ________________

n) I am able to handle the NED for OTs Repair List competently. ________________

o) I am able to competently handle an L3RG on NED for OTs. ________________

p) I understand and know how to follow the Sequence for Handling Physical Condition. ________________

q) I understand the term "Q and A" and the importance of not Q and A-ing on this level. ________________

r) I know the importance of completing cycles and flattening actions started on this level. ________________

s) I understand and know how to handle "On-ness". ________________

t) I understand the principle of misconception on NED for OTs. ________________

u) I attest that I am a NED for OTs Auditor. ________________

SECTION EIGHT

STUDENT AUDITING COMPLETION

A. STUDENT AUDITING SECTION: PRACTICAL:

1. I have successfully audited NED for OTs on another student with excellent results. ________________

2. I have been audited on NED for OTs by another student with excellent results. ________________

STUDENT COURSE COMPLETION

A. STUDENT COMPLETION:

I have completed the requirements of this checksheet and I know and can apply the materials.

STUDENT ATTEST:____________________________DATE:______________

I have trained this student to the best of my ability and he/she has completed the requirements of this checksheet and knows and can apply the checksheet data.

SUPERVISOR ATTEST:_________________________DATE:______________

This student is auditing NED for OTs well and has produced excellent results.

C/S ATTEST:__________________________________ DATE:______________

B. STUDENT ATTEST AT C & A:

I attest (a) I have enrolled on the course, (b) I have been properly invoiced for the course as a contracted staff member, (c) I have studied and understand all the materials on this checksheet, (d) I have done all the drills on this checksheet, and (e) I can produce the result required in the materials of this course.

STUDENT ATTEST:____________________________ DATE:______________

C & A :_______________________________________ DATE:______________

(Route this form to Course Admin for Filing in Student's folder.)

L. RON HUBBARD
FOUNDER

Assisted by
Senior C/S Assistant

Accepted by the

BOARD OF DIRECTORS
of the
CHURCH OF SCIENTOLOGY
OF CALIFORNIA

BDCS:LRH:MM:kjm

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ISSUE I

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NED for OTs Series 1

C O N F I D E N T I A L

NED FOR OTs RD

THEORY OF

As has been announced, there is a special handling for OTs who have been run on Dianetics since Clear. It is called "NED for OTs". This RD is a prerequisite for OT VIII. Its EP is CAUSE OVER LIFE. The RD steps are covered in separate issues. This issue covers the theory behind the action and also includes OT III data which has never before been released.

The reason Dianetic auditing messes up Clears and OTs is that when an auditor asks for an earlier similar which doesn't exit, you'll probably go over into a cluster or BT where it does exist. You see the Clear or OT doesn't have pictures of his own so the Dianetic chain is being run on a BT or cluster and it really caves in somebody when asked for an earlier similar that doesn't exist, on that BT or anywhere else. And it'll jump the guy straight into another BT or cluster. And you get chaos.

BTs are easily monitored by the think of the pc, and they can actually respond to anything he thinks. They're totally at effect. Their banks are controlled by exactly what the person thinks at them. Just like an auditor can control the time track of a pc. Same phenomena.

A person can see the pictures of a BT or cluster because there is an intimate tactile connection between the person and the BT. A person can "think" at a BT or cluster, a picture will turn on in the BT or cluster representing that think and the person will see it as a picture and erroneously suppose it is his own if he doesn't know this phenomenon.

SOMATICS

A BT or cluster has three choices - it can run its own life or run yours or run nothing. The things you run into with somatics are not likely to be of the category of your life, they're more likely to be in the category of the BT's life. So it gets to be a dizzy scene.

There's a way you can detect that a person is not really running his own incident. Let's say the listed somatic is "a pain in the ear". Well, great. When he runs the thing heay even get a little twitch in the ear. But he will get something "having" a pain in the ear. It would be uncommon for him to actually get a pain in the ear. In other words he doesn't get the somatic where it is supposed to be on the body. That's because the BT isn't in that position. He's liable to get a pain in the kidney, do you see? Or a pain in the eye. This isn't inevitable. Once in a while the guy gets a pain in the forehead. Let's say this somatic was "a pain in the forehead". He actually runs an incident and there's a slight somatic in the forehead but it's kind of weird because it doesn't actually run out on his own forehead. It might disappear but it didn't disappear on his own forehead.

MENTAL TRANSMISSION

When you talk about telepathy, there is a proximity factor. When a thetan is pressed straight up against another thetan very tight, total tactile communication, you get this type of mental transmission. You can achieve it by reaching, when there is no tactile. You have to reach your attention a considerable distance. You can do it. An example of this is where two guys who are in relatively good shape start putting postulates at the same point on a wall that's maybe twenty feet away in front of them when they're sitting side by side. And they start putting postulates at a certain preconceived spot on the wall. Both of them will perceive a bzbzbzbzzzzz of sort of little energy explosions. Not small - maybe 3 or 4 feet wide and a couple of feet high. It's when they both did it simultaneously. Two postulates will collide in the same exact place in the mest universe and go bzzzzzzt. It will happen; that's at a distance. But apparently there's such a thing as a tactile. After all you realize the amount of mass that is connected with a BT - he's massed up. You put an impulse into that mass and the mass is up against the body - you put an impulse into the body it goes into that mass. The BT can respond. Unwittingly, unknowingly, totally at effect. Makes him hard to handle, by the way. That's how you can make them run an Incident I and an Incident II. They just run it willy nilly. They can't help themselves. And it as-ises in the bank and that normal phenomena takes place and they go bzzzzzt, unless you yourself have put up a ridge with anger or emotion or something of the sort. I know some guys try to do it vocally or something stupid. What's interesting is the number of BTs that have strings into the body. You think they blow and they still have a connection - beams.

VALENCES AND "SHELL BT"

The sizes of incidents are very often wrong, and an out of valence phenomena occurs. The bulk of BTs and clusters are out of valence and often the pictures seen are very small. Now on the other hand a Pre-OT (who thinks he is running his own incident but is actually running a BT or cluster) can seem to be totally in valence at one point of a chain. Just one point. The rest of it, no. And what the Pre-OT should suspect at that time is that he has a BT that surrounds his whole body. This would be a "Shell BT". A Clear can go into the valence of and see the pictures of this BT or cluster. All these things confuse a person trying to run this because he'll take this one point of valence and it sort of "proves" it to him that it must be his incident.

The Shell BT is a composite body entity which is a mock-up that thinks (mistakenly) that it is holding the body together. You can collide with that. I suppose that's really probably what they think is the astral body, a collection of BTs and clusters molded into a semblance of a body structure. As this "astral body" is highly electronic. BTs and clusters can easily get stuck in it even though they themselves are creating it.

DATA ON MIS-RUN DIANETICS

There's another interesting phenomena which occurs on any pc that is mis-run on Dianetics. If an auditor asks for an earlier similar which doesn't exist, the pc will look over into a cluster or BT where it does exist. So therefore you mustn't ever pressure a pc for earlier incidents which don't exist in the same being or beings. A guy can find it easily or it isn't there because it's a different kind of jumped chain. The pc isn't jumping from one of his chains to another one of his, he's jumping from one of his chains to a BT or cluster's chain. (A Clear or above would be jumping from one BT chain to another.) Let's say the guy is running his own chain. And then all of a sudden the auditor goofs and insists there must be an earlier incident. He's got an erasure going and instead of paying any attention to this erasure he demands an earlier incident. He'll jump the pc over into a BT that's probably been stone dead for god knows how long. The auditor jams up the case. And the way he prevents this from happening is to never run past the postulate, just as it says in R3RA.

DUB-IN

As the Pre-OT increases in power and has more thetan power, the BTs and clusters will mock up what the Pre-OT thinks and become totally the subject of the Pre-OT's control. The Pre-OT doesn't realize that he's getting suckered into believing that they are his pictures. It seems to prove itself: The Pre-OT thinks "can of beans" and he is instantly presented with a picture of a can of beans. That is the actual liability mechanism. But you're not running them out of you, you see. So it can look like the fellow is running out his own incident. That's why a Clear or Dianetic Clear can get suckered into believing that his pictures have come back. That's the exact mechanism. He's gone up in horsepower. Any BT or cluster he has anywhere around him will respond exactly and totally subordinated. They go into almost instant control. He thinks a thought in their direction and they can actually mock up a picture which isn't their picture or anything else. You get dub-in. They didn't know anything about it but they mocked up the picture. And that's the explanation of dub-in!

MEMORY

The dub-in phenomena also affects a Clear or above's memory. You say "Well, I was Aloysius George Smith in 1862". And you get a picture of Aloysius George Smith in 1862 gratuitously furnished you by a BT - and it will be"his"version of 1862. Now, it will be correct that you were Aloysius George Smith in 1862 but the truth of the matter is that you (as a Pre-OT) don't have any pictures of it. It's interesting because you won't find you have a consecutive life in pictures. It'll be kind of like a very poor slide show subtituted for a movie. You can say you were in Flanders in 1803 or you were at Oxford, and you will notice if you watch closely you may still have some very active BTs that you will get a gradually dawning picture of Oxford from. But they may think that Oxford is the same thing as Arcturus so god knows the accuracy of the pictures that you get. When a person is Clear he does have an accurate memory but because this other phenomenon occurs and somebody furnishes him with a picture of Oxford, then he says "I'd better look at the pictures of Oxford" and instead of remembering it straight he gets all fouled up.

DORMANT BTs AND CLUSTERS

In NED for OTs you are actually handling, in the main, dormant BTs and clusters.

These are not really alive enough to run Incident IIs and Incident Is on. They have different considerations, these dormant BTs and clusters, but they add up to being dead or below being dead. They're in the state that FBI agents and government officials eventually wind up in when they aren't already simply an animated dormant cluster. If people who are busy trying to smash up Scientology realized what they themselves were heading for, they would have a couple of other thinks, as the state of these dormant BTs and clusters is pretty grim. They are not really dead, they just hope they are. And it's a pretty poor view looking forward to the next trillion years in that state. These aren't normally touched in basic OT III auditing but one can become aware of them because they can produce somatics and out body conditions.

Now when you audit Dianetics on Pre-OTs, you possibly wake up very dormant BTs and clusters that actually have never been hit on OT III - never dreamed they existed. These will be uncovered especially when a Pre-OT is run on "never happened", "wasn't there" type chains. These are denyer type chains and running them will open up some BT channels that had been completely dormant. There's mention of this back in the early 50's. "You will sometimes get into parts of the bank which had better be left closed." This is actually the phenomena that was discovered at that particular time. I just knew it existed. It was a dormant something, in a totally dormant condition. They can't be awakened with a hand grenade normally. They also won't assess. So you get into these when the auditor has taken up a non-reading item. They are usually not live on a meter. They practically run on, being dormant, to the end of the universe unless somebody disturbs them. They don't usually activate when you just put your attention on them, they're really dead. You have to actually put some life into them to activate them. They're like pebbles on a beach. Anyway, the EP of OT III gives only an apparency that all BTs and clusters are gone. There's an axiom that says absolutes are unobtainable. If you don't ever want to run into any more BTs or clusters, well you'd better go find some universe where they don't exist. But actually, there are fewer of them hitting people and bouncing around than one would think. They light less often than one would suppose. But listen, you're living in a universe which is crawling with this type of stuff. And planet Earth was a dumping ground to end all dumping grounds. Actually, the end of OT III is when those BTs and clusters that are easily put into communication are gone. It's not when all BTs in the whole universe that ever will be, are gone.

NED for OTs handles those BTs and clusters which, while they could still affect the body, are not readily responsive to OT III handling. As NED for OTs is run these cats wake up and get handled. This relieves the Pre-OT of a lot of phenomena which puzzles him and can hold him down. As you go along in running it you will find that the material to which NED for OTs is addressed seldom considers itself live beings. It thinks it is MEST, body parts, significances, conditions - anything but a live being. Because a thetan can't do anything but survive, the states he can get into exceed what we normally think of as living beings. Even though you will occasionally find "live" BTs and clusters in running NED for OTs the bulk of the material you are handling considers itself outside that category. While it responds to all the laws of life it requires a special address to get it into the realm of awareness that it is alive.

You've never had any pcs like that unless you've worked in an institution and have seen some inmate living in a totally lifeless state, unaware of anything. NED for OTs handles this condition on BTs and clusters which existed without being suspected except for the occasional clue of a strange picture or a wild somatic.

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ISSUE II

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NED for OTs Series 2

CONFIDENTIAL

WHY YOU CAN'T RUN ENGRAMS AFTER CLEAR

A Dianetic or Scientology Clear has erased his own bank and has no pictures. Any attempt to run a Dn or Scn Clear on Dianetics, NED, XDN or any R3R, causes restimulation of BTs and clusters, and it is their pictures he sees and tries to run as his own, which is a "misownership" of the incident/picture. As he thinks it's his picture he "misidentifies" himself with the BT or cluster whose picture it is. Now if this is compounded by a wrong or misassessed item (uncharged), these BTs and clusters have a wrong item resulting in further restimulation. If a BT incident is overrun, or the auditor asks for an earlier incident than basic, the pc jumps to another BT or cluster, pulling more and more BTs and clusters into restimulation. Their pictures are copied and cross-copied by other BTs and clusters, making a mess.

A Clear can go into the valence of, and see pictures of BTs and clusters; makes the mistake of thinking they're his incidents and pictures, and down he goes. This doesn't necessarily affect the person himself, but it does affect the body - severely. Most of these BTs are dormant, dead, way below unconsciousness. There are lower states of non-existence that these BTs are in. Their mass and density are great, and they are packed in on the body. When activated these impinge on the body as they are physically attached to it, and via the body are connected to the being, resulting in illness, possibly worse - the pc can be severely incapacitated. If he's a Dn or Scn Clear and not up to OT III, he's at risk. All you can do is get him up to OT III so it can be handled. Clears should be told they're at risk until OT III, and shouldn't stay in the Non-Interference Zone. After OT III they can be handled on NED for OTs. And you don't run Power, R6EW or the Clearing Course on a Dianetic Clear. They go straight onto OT I, then OT II, then OT III. (They'll need to learn to solo audit on the Solo Auditor Course first of course.)

So we have the firm rule:

NO ENGRAM RUNNING, NO POWER PROCESSING, NO R6EW, NO C.C., NO DIANETICS OF ANY KIND, ON A DIANETIC OR SCIENTOLOGY CLEAR.

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FOUNDER

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ISSUE III

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NED for OTs Series 3

C O N F I D E N T I A L

ASSISTS

You never run a secondary, engram, Dianetic Assist or narrative on Clears or OTs. (And this applies to Dianetic Clears.) If an OT III gets an engram (injury) you can run a Contact Assist, Touch Assist, Date/Locate the injury and run Incident IIs and Is, but not a Dianetic Assist. On secondaries you can Date/Locate - get the earliest beginning and it will blow. But no secondary running. That's what you can do for assists. If a guy has a bad secondary, or a bad injury, you handle that with Date/Locate. You'll find who recorded it , but don't run it as an engram or by R3R or R3RA. And remember that a recent secondary or engram is a restimulation of clusters with earlier mutual incidents, and must be handled as such. Then you handle any individual BTs and copies.

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ISSUE I

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NED for OTs Series 4

C O N F I D E N T I A L

WORD CLEARING AND INFORMATION

FOR PRE-OTs ON NED FOR OTs;

After the first step of the RD, the Advanced Courses Specialist clears the words and terms and has the Pre-OT read and demo the following:

1. Attachment #1 DEFINITIONS

2. HCOB 15 Sep 78, I, NED FOR OTs, THEORY OF

3. HCOB 15 Sep 78, II, WHY YOU CAN'T RUN ENGRAMS AFTER CLEAR

4. HCOB 22 Sep 78, II, MISCONCEPTIONS

5. HCOB 17 Sep 78, IV, BLOWING BTs AND CLUSTERS

6. HCOB 17 Sep 78, I, VALENCES

7. Attachment # 2 INFORMATION FOR PRE-OTs ON NED FOR OTs

This action is done in session, with English Dictionary, Tech Dictionary and the issues listed above to hand. It counts as part of the auditing time.

As these issues are highly confidential and the auditor is responsible for their security the auditor keeps them after the session (not the Pre-OT).

LRH:dm:kjm

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FOUNDER

HCOB 26.9.78 I
Confidential
Attachment #1

DEFINITIONS

ATTENTION:	TECH DICTIONARY
ATTENTION UNIT:	TECH DICTIONARY
THETAN (0n):	TECH DICTIONARY
BODY THETAN (BT):	By BT is meant a thetan who is stuck to another thetan or body but is not in control (HCOB 5.2.70, Iss. II.) BTs stick to pictures, other BTs and clusters. A BT can go into a valence of anything - BTs can be being anything at all.
CLUSTER;	A cluster is a group of body thetans (BTs) crushed or held together by some mutual bad experience. (HCOB 5.2.70, Iss. II.) The mutual incident is a heavy engram which happened to all the thetans in the cluster and is the exact point in time and space where they "became one".
MUTUAL INCIDENT:	A severe engram which happened to a number of thetans, the picture (which they have in common), keeps them stuck together in that incident. It has a precise date down to the second and fractions of a second and a precise location in space.
CUMULATIVE CLUSTER:	A cumulative cluster is made up of other earlier clusters (see HCOB 29.10.69R for illustration). It is a cluster to which other BTs and clusters have been added by later mutual incidents, all stuck together.
COMPOSITE (MASS):	(See English Dictionary.) Used on this RD to describe masses or heavy somatics made up of a number of BTs, clusters, pictures, ridges.

LAYERED CLUSTER: Several clusters (and/or BTs) in layers, as one layer comes off another layer comes to view.

SHELL BT: A BT or cluster that surrounds the Pre-OT's body like a shell. A Clear can go into the valence of, and see the pictures of, this BT or cluster and mistake these as his own, as he seems to be in valence in the picture.

DORMANT BT: A BT or cluster in a totally dormant condition, they're really dead, in states of exitence below unconsciousness. They are out of PT (stuck on the track) and are stuck in the past location. They are in a perpetual reviv in that time and that location. They can be activated or awoken by the Pre-OT.

COPY: Thetans in the body (BTs) may obsessively copy the pictures of other thetans. Therefore you can find it seems that the thetan who just left is still there because there is a picture left. Spot the fact that someone else copied it and it usually goes. (Add. sheet, Sect. III OT.)

CROSS-COPYING: When a number of BTs and clusters are restimulated or awoken, each can start making copies of each other's pictures and copies of the copies - called cross-copying.

CROSS-RESTIMULATION: One BT or cluster restimulating another BT or cluster, who then restimulates another BT or cluster.

MISCONCEPTION: (See English Dictionary) and Axiom 38. The basic misconceptions are of identity, time, place, form and event; e.g. a misconception of place would be a thetan thinking something that happened in one place, happened in another place.

A misconception of event would be a thetan thinking something

happened to him, which didn't happen to him or happened to someone else (Flow 2 or 3).

MISOWNERSHIP: A basic misconception of one thetan making the mistake of thinking another thetan's picture or incident or mock-up is his own.

MISIDENTIFICATION: A basic misconception of one thetan thinking he is another thetan. It's a mistake in identity. Thetan "A" thinks it is thetan "B". Or one thetan thinks he is more than one thetan, etc.

VALENCE: TECH DICTIONARY

BEINGNESS: TECH DICTIONARY

IDENTITY: See English Dictionary and Tech Dictionary under "valence" and "beingness". It is that by which a thetan identifies himself.

OUT OF VALENCE: TECH DICTIONARY

BLOW: See Tech Dictionary. In this RD it is used in the sense of a BT or cluster departing after being unstuck from other BTs and clusters.

PARTIAL BLOW: A BT or cluster not fully blown. Sometimes one will leave from inside the body and stick or hang up on the outer surface of the body. Or one will go as far as the wall or to some distance and hang around.

BLOWING BY INSPECTION: You don't have to do anything, you just look and it blows.

PICTURE: See Tech Dictionary under "Mental Image Picture".

MOCK UP: TECH DICTIONARY

SOMATIC: TECH DICTIONARY

RIDGE: TECH DICTIONARY

REVIV (REVIVIFICATION): The bringing back to life of an engram in which a pc is stuck. The engram or some portion there of is being acted out in present time by the preclear. It is called a revivification because the engram is suddenly more real to the preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it. (HCOB 11.5.65) During research on NED for OTs I discovered that Dormant BTs are stuck in a reviv, i.e. they are stuck down the track in an incident which is present time to that BT. I also discovered that these BTs are reviv'd in a location, meaning that they are stuck in a past location. They are chronically stuck in a past time and place, which for them is still going on. It is "PT" and is where they are, as far as they are concerned.

INSECT: ON OT III "insect" means a thetan who is an insect, without a body. These stick to other BTs and clusters. Sometimes you can run into a whole swarm of them.

BIRD: Similar to above - a thetan who is a bird, without a body, and sticking to other BTs and clusters.

ANIMAL: Similar to above - a thetan who is an animal, without a body, sticking to other BTs and clusters.

HCOB 26.9.78 I
Confidential
Attachment #2

INFORMATION FOR PRE-OTs

ON NED FOR OTs

AUDITING ATTITUDE;

The best way to audit BTs and clusters is highly impersonal. Not impolite. Not rough, savage, no blame, shame, regret, nothing. Just dead calm. No unfriendliness, no friendliness. A zero attitude. The best way to handle it is just zero everything. If you engage in chatter or conversation with them it just stirs them up more. Getting rid of them angrily, they don't get rid of.

And of course you audit them telepathically, not verbal comm.

AN AUDITED, NOT SOLO ACTION

One of the reasons NED for OTs is an audited action, and not Solo, is because two cans give a greater depth of read than a Solo can. On a Solo can you get to a point where all of the more available charge has been removed and the needle doesn't read and just F/Ns. However on two cans you can get reads on BTs and clusters that didn't read on a Solo can. This is because you are now dealing with BTs and clusters in states below unconscioiusness and stuck down the track.

ODDITY

A Pre-OT on NED for OTs may feel invalidated by the fact that he still sees pictures even though he is not making pictures. The reason for this is because all BTs are picturemakers. A being can go below making pictures and when it comes alive it starts making pictures again. This is the condition of most BTs.

Hence, the phenomenon of the Pre-OT still seeing pictures even though he isn't making pictures. The Pre-OT could be mystified unless this mechanism is understood.

"EXTERIOR" PERCEPTION

During this RD, or even while running OT III, a Pre-OT will sometimes get what is apparently "exterior perception". As a BT is blowing, and while the Pre-OT has an attention unit on the BT, there can be a feedback of the BT's perception to the Pre-OT. You may get the BT's visio of the room or environment as the BT is leaving. This BT perception folds up quickly and ceases when the BT has blown. It is usually very brief and is quite different from OT perceptions (actual exterior perception). In fact to begin with objects tend to look rather thin and flimsy to an OT when exterior, as the body acts as a sort of collector and magnifier of perceptions and sensations. Some Pre-OTs tend to invalidate their own exterior perception because of this. But OT perception improves further up he line. It is necessary to handle all BTs and clusters first though.

BENIGN AND HELPFUL BTs

Most BTs and clusters aren't vicious or vengeful, they're mostly benign, though misguided. They are not in fact of use or value to you, they only hold one back. Some are convinced that they are necessary to the body or to the functioning of some part of te body, this is not so. Some think they are helpful or being helpful. Many are quite confused. Most are dormant and below unconsciousness, ad as these are awoken or activated you may feel anaten from them.

As you progress through the RD your own abilities will increase.

And the fewer BTs and clusters there are attached to your body the better off and more OT you will become.

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NED for OTs Series 5

C O N F I D E N T I A L

MISCONCEPTIONS

Misconceptions of identity, time, place, form and event hang a thetan up. The only reason why a cluster hangs together is such misconception.

A thetan can have a misconception of time, by having a wrong date for an incident. Or he can conceive that a past picture is "now". Or he can have two incidents switched in time, and think the earlier incident is later, and think the later incident is earlier. Such a misconception of time hangs it up and prevents a blow. And you can get a blow by straightening out the time misconception.

A misconception of place occurs when a thetan thinks something happened in location A, when it happened in location B. You can get a misconception of both time and place. E.g. a cluster gets a recent heavy restimulation. They think the incident was the restim, they made a picture of the restim and think that's where it occurred originally - think the cluster was formed at the time and place of the restimulation. So they have both the time and place in error. This misconception of both time and place confuses them and hangs the cluster up.

Misconception of identity. Thetan X thinks he was implanted in "Woof" (place) - but actually he's copying the picture of somebody who was implanted in "Woof". He hangs up on the misconcption of identity (thinks he's the other thetan), and misconception of event (thinks he was implanted when he wasn't).

The whole reason why a cluster stays one, is misconception of identity, time, place, form and event - which is why Date/Locate works. The cluster is hanging in a time and space disorientation.

That's what louses a BT up, some sort of misconception of time, space, form and event or beingness. That ties them up and they are hard to untangle and blow.

They can switch all over the place with identity: he thinks he's thetan "A", but he's really thetan "B" mocking up "A", and that will cause a stress - that's probably the anatomy of stress.

From earlier research I found it takes two viewpoints to make a somatic. You don't get a somatic on a primary concept - it has to be a secondary concept. That's why objectives work, it gets the guy back to the primary viewpoint/primary concept, and the somatic blows. Something is formed originally, then taking another viewpoint of it, it gets more solid. You do objectives and the guy comes around to the original viewpoint and the somatic as-ises. This is from earlier research and is expressed in terms of different viewpoints, rather than different beings or different BTs.

You can have a BT thinking he's two beings. There's an implant on the track that did this ("All is one." "One is all.") A BT can think he's a cluster or can think he's several BTs. A cluster can think it's an individual. All you have to do is weed the misconception out of it and it goes -BONGO! With misconceptions of identity, time, place, form and event you get ridges because you can't occupy the correct viewpoint to blow it. And when you do straighten out the misconception it blows. Obviously if it wasn't a misconception it would blow.

This is why wrong dates and wrong locates hang up, and why getting correct date, correct location, blows them.

If you get several misconceptions it gets really tangled up. One we handled had more than one cluster, the earlier cluster thought it was the later cluster, and the later cluster thought it was the earlier cluster. The earlier cluster was from C.C. Implant around I Quad in the universe before this one (which is now in the Dark Horse nebula in Orion) so they thought their universe (location) had disappeared, they were lost in time and place. On top of that was some Power Processing and a wrong item from an out-list. It was pretty tangled up. But they untangle on straightening out the misconceptions, and blow.

"Only the truth will set you free", but you have to know what is the truth of identity, time, place, form and event.

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NED for OTs Series 6

C O N F I D E N T I A L

BLOWING BTs AND CLUSTERS

Per the OT III materials, you can run Grades 0-IV on a BT, but it has to be addressed to that BT, and it rolls rather fast - may only take 4 - 5 minutes.

You can Date/Locate clusters and run Inc. II, Inc Is.

You can Date/Locate clusters and blow them off, but the auditor who does this has got to be a shark at D/Ling. It's the moment the cluster was formed that you date, not when the cluster hits the individual. And Date/Locate is not always recommended on NED for OTs.

COPIES

You've always got to handle copies. BTs will copy. Obsessive duplication is a BT characteristic. Maybe all that engrams are is excessive copying.

The 3 - 10 days to destimulate rule; it's not the incident that was restimulated that takes 3 - 10 days to destimulate, it takes 3 - 10 days for all the copies and copying to fade out.

"Stress" is also a heavy button. You get a lot of copying of stress. So you handle the original, then copies - somebody copying what was run.

NEW TECHNIQUES

The fastest and best way of blowing BTs and clusters is by inspection.

Acknowledgement is very effective. A lot can be blown with pure acknowledgement.

Another way of blowing them is simply to sort of jolt them a bit earlier in time, and

then they run on forward and blow. You use a sort of impulse to move them a bit earlier in time. It blows them off a stuck point on the track.

BLOWING BY INSPECTION

There's a trick in this - don't look at the picture - look at and find the shape and mass of the BT. If you see the picture, shift your attention to the shape and mass of the BT. You don't have to see their pictures. They use pictures as a sort of misdirection. So you concentrate on masses , not pictures. The technique is, you see a picture, trace it back to the BT, i.e. "Whose picture?" and find the BT this way and it blows.

A Pre-OT may have a somatic in one body part, being put there by a BT in another body part. Say he has a somatic in his leg and you find the BT putting it there is in the head and when you find the BT doing this, it blows. A BT can also be being a somatic - he is "pain in the arm".

BT PATTERN

BTs do a "crush in, pull back" - it's almost an attitude. It's a sort of tense heavy physical pull back. The basis is fear - they've been hit hard by something - causes their timidity - they pull back into solidity. It's a "hide" phenomena and a "pull back in" pattern. This causes pressure, the pressure is caused by them pulling back in on themselves, sort of like a thetan trying to duck. And when a BT is awakened it immediately mocks up mass. Mass is produced by "out-of-valenceness". He's out of valence into the valence of an object or other things.

MECHANISM

There is a mechanism of somebody being a body, who has valences of past bodies superimposed on the body. BTs and clusters go into valences of pictures and things too. These guys have been parked in time and gone into a total reviv, you can look down the track and wake them up.

They do a lot of "on-ness" - stuck on things, as different from in things. They went on and couldn't get off.

The NED time track (i.e. time track of Dianetic auditing on a Clear or above) is composed of BTs parked on the time track - not in PT - you look down the time track and wake them up. They are stuck on the track and they also have pictures of themselves stuck on the track.

It is actually possible for a BT or cluster to be totally out of PT, by which is meant, it is physically parked in past time. A BT or cluster can also be in PT while thinking it is in the past and mock up a picture of the past and consider that that is PT. A BT or cluster can be parked in the past so thoroughly that its only concept of a future is a future from that past which is already long gone by - this is the phenomenon of future pictures; it is also the cause of worry about the future, terror stomachs & fortune telling (visions and dreams).

Another mechanism that frees some is the realization that some other BT is holding them in - and it's the truth, BTs and clusters stick to other BTs and clusters.

BLACK BTs

Sometimes a BT will put other BTs in front of him as a sort of protection. You get a black area covered by a white area in front of it. A BT in the black area is holding some other BTs in place in front of it as a sort of protection or shield. The way to handle this is to blow the black BT who is holding the others in place, then the others come off easily. Otherwise if you try to blow the front ones first, nothing happens. If you encounter BTs not blowing, suspect and check for a BT or cluster holding the others , and handle it first, then the others blow easily.

You can get partial blows where the BT or cluster comes off the Pre-OT's body but stays in the room, plastered on a wall or outside the room. These can push TA up until blown fully. When they hang up it is because they still have a connecting string to the body or because they conceive some barrier they have hit is impenetrable. The handling is to cut the beam or push them through the barrier or simply repeat the process. What has actually happened is that the mass of BTs contain amongst them one or more BTs, to which they are stuck, which have not been handled.

A BT or cluster can go into the valence of a person - a cluster can go into the valence of a single beingness e.g. a person known to the Pre-OT in PT and there could be a "stuck picture" of this person. It actually isn't a picture as such, it is a complete mocked up identity plus a mock up of the identity's surroundings. This is very puzzling to the Pre-OT as it doesn't blow as a picture. He is really looking at the copied beingness and characteristics of the person who isn't there, but which is some BTs and clusters thinking they are the person and being the person. (This is discussed under the heading of "Ghosts" in the lst American ACC in Camden.) The Pre-OT feels haunted, seeing his ex-girlfriend in front of him or even hearing his mother talking to him with brand new dialogue. (Nearly everybody has a ghost if he looks.) It blows like any other BT or cluster but the Pre-OT will be puzzled when looking around for who's mocking it up when nobody is, except the ghost itself. The way to handle is to move the cluster down the time track to a moment before it knew the person and it blows.

The ideal method of blowing BTs and clusters is by inspection, you get into difficulty blowing BTs and clusters when the session has gone too long, pc getting tired, or over-restimulation.

Usually the further through the RD you get, the faster and easier they blow. However, you can hit what appears to be a bog point particularly if the Pre-OT is tired or you overrun for several sessions; at such a point just keep on giving sessions and soon you'll get a session of massive blows and after that they will blow faster and easier than ever. At such a bog point you may have to resort to the "Thetan Hand" technique until it's handled, after which you can return to blowing by inspection or "What are you?", "Who are you?".

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NED for OTs Series 7

C O N F I D E N T I A L

VALENCES

BTs and clusters go out of valence. They can go into the valence of a person or animal, some BTs go into the valence of molecules, minerals as well as cells. Some go into the valence of objects. There's a trick of getting them to shift valence. You find out what it is out of valence into and indicate it - this is done by simply asking them what they are. Having found out what he or they have gone into the valence of, you acknowledge it and ask them who they are and they generally blow off.

Psychologists have an operation going of:

(a) convincing people they are a brain (because they think),

(b) convincing people they're an animal (meaning they have no soul).

This sticks BTs and clusters into the head (brain), and into the body, and invalidates that they are a being. So it pins the BTs and clusters in, into the body. (And if you ran on a psychologist, "you're a brain", "you're an animal", it would cave the psychologist in, because he has so many overts of doing this to others.)

On the time track BTs were lied to and told they were being built into a body - they have nothing to do with the body track at all, except to sit in or on the body. They had

"model forms" and BTs were made to assume "model forms". It's another valence trick - they're in the valence of a body, or part of a body, such as "torso", "brain", "arm", etc. These aren't vicious in attitude, they are benign but misguided. They feel they are necessary to the body. They are sometimes stuck on the external perimeter of the body, 2 - 3 feet out from the body, surrounding it.

They are in the valence of something. They consider these safe valences or safe beingnesses. What does a BT consider safe to be in? It is one of the systems of "being in", protected and defended - be in the valence of something.

There's also a scarcity of forms, and a being becomes a form. They can also be a significance, and try to be in a form.

They can be a picture, or an unsafe picture - to remind one that "nothing is safe, because one might forget". So a BT can be a picture, or part of a picture, or he can be being a ridge, or being a problem, etc. A BT can be in the valence of anything at all.

There are actually five steps to shifting valence - you find out what valence the BT is being and acknowledge it and ask "who he is?" - he will usually cognite "I'm me", and blow.

BTs think they are pictures, things, beings, body parts, objects, significances, somatics - they can be anything at all. If that is realized, they will tell the Pre-OT what they are and blow. The basic misconception when handled, flips them into own valence, and they blow - sometimes disintegrating explosively - with a succession of "I'm me", "I'm me", "I'm me"....sometimes they go out several hundred feet and explode violently.

If the Pre-OT asks "What are you?" they'll answer up "I'm (valence)", and then realize they're not (valence). There's another action of acknowledgement - maybe nobody has ever acked these beingnesses - because they're so bizarre, so far out. You must acknowledge what the BT or cluster tells you they are. You're flipping them out of obsessive beingness or a misconceived area.

The full steps of shifting their valence:

(1) Pre-OT asks "What are you?"

(2) BT or cluster answers "I'm (valence)" .

(3) Pre-OT acknowledges BT or cluster.

(4) BT or cluster realizes they're not (valence), and blows, or

(5) Pre-OT asks "Who are you?" and BT or cluster realizes and normally says "I'm me" and blows and sometimes it's a highly multiple blow.

(6) If they repeat what they just said ask "What were you before you became that?", they say "me" and blow.

(If you don't acknowledge BT's answer after "What are you?", the second question - "Who are you?" - tends to be invalidative.)

If they don't answer, you're talking to an energy mass and not a BT or they're really

dead; there's one trick - tell them to go earlier, and if it's a ridge, go behind the ridge and you'll get them.

If they don't answer what they are - persist, say "Good" and ask "Well, who are you?" and they won't persist in their chatter, they'll go silent and probably answer "I'm me" and blow.

Most of the time you don't have to do anything though, just look-and they blow.

DIFFERENT RESPONSES

Blowing BTs and clusters by this Valence Technique is almost the basic rundown - it is the hottest technique there is. There are only three situations under which it does not work at once. These are:

(A) When you don't get an answer.

(B) They give you a significance or identity in answer to the Who are you? question.

(C) The criminal type.

(A) When you don't get an answer:

If you don't get an answer, you may be talking to simply an energy mass put out by some other BT or cluster, or they are really dead, then tell it to go a little bit earlier, jolt it a little bit earlier with an intention or impulse and then it will run on through and blow.

But if it's a ridge, being put out by some other BT or cluster, just look behind the ridge and address your actions to the BT or cluster behind the ridge and then you'll get an answer.

(B) They give you a significance or identity answer:

If you ask "Who are you?" and get an answer which is an identity such as: "George Smith", or "Willy the Red"; you simply acknowledge that answer and ask "Who are you?" again. Sometimes you may have to run back down the track through a whole chain of past identities, but if you persist the BT or cluster will eventually realize and say "I'm me" and blow.

(C) The Criminal type:

These may give a criminal response: "Yah, yah, I'm your nemesis, I'm going to eat you up, that's what I am" - it can get very confused because your next question is "Who are you?" and they're kind of telling you who they are. They haven't answered the auditing question of what they are, they can't conceive of it - they're "a demon" or something, whatever they think they are. However if you persist, "Good" you say, "Who are you?" You don't persist in asking them "What they are?", ignore the chatter, just say "Good" and ask "Who are you?" and they quite commonly don't go on with that performance - they simply go silent and they say "I'm me" and they blow.

NULLS

BTs and clusters who are so dead and unresponsive that you can't get any response from them at all, no response, can be woken up by having the Pre-OT run "Hellos and OKs" on them. This will put them into communication and they can then be handled with the Valence questions.

Generally they're very fluent and quite easy to handle, though. Probably what makes a preclear as a whole hard to audit at lower levels, is that you're auditing all of these misconceptions simultaneously. But on NED for OTs you will find the majority of BTs and clusters easy to handle and blow. Many of them simply blow on inspection, and the basic usual technique for blowing the rest of them is the Valence Technique.

VALENCE TECHNIQUE

1. "What are you?"

2. (answer)

3. Acknowledge

4. Realizes it isn't (________), and blows, or

5. "Who are you?" - "I'm me", and blows.

6. If they repeat what they just said ask "What were you before you became that?", they say "me" and blow.

Those steps above are the basic and most workable technique. If the Pre-OT realizes that a BT or cluster can be being anything - anything at all - and accepts the BT's or cluster's answer and acknowledges that answer, this technique will work very smoothly and well.

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<u>NED for OTs Series 8</u>

<u>C O N F I D E N T I A L</u>

<u>BASIC PRINCIPLES UPON WHICH THE NED FOR OTs RUNDOWN IS BASED</u>

What you are really handling is a cross-influence of life, and the idea that “A” can assume the characteristics of “B”. So now in trying to audit “A”, you’re auditing “B”, but he’s not there. It’s the general cross-influence - somebody copies a picture, somebody copies a copy. It’s all on the basis of the misconception that “All is one” and they can’t tell whose picture is whose, or whose somatic is whose. You’re basically trying to untangle this mish-mash. And what’s amazing is that there are as many life beings as there are - there are lots of them.

In this RD, you’re handling for the main part, Dormant BTs, so it’s different that OT III. These are beings that wouldn’t even run on OT III. On OT III or OT III Expanded you run those beings that can be run on the track. Because they do have some incidents in common, if you run the wrong one, it doesn’t matter too much, you’ll run the right one anyhow.

NED for OTs untangles the mish-mash and the cross-influences. You see them all the time on people in a behaviour or life basis. The old time faith healers themselves pick up the somatics from the patient. One time I did an emergency assist - I asked a pc - her feet were killing her and there was nothing wrong with her shoes - I asked “Whose feet are they?” - she said “My sister’s” and that was the end of the sore feet!

Because of the number of beings it can get quite complex. It all starts out originally with a thetan obsessively copying the physical universe around him. And when he starts doing that, he sets himself up for copying other beings’ universes and then he gets pretty confused. And the basis of it all is"misconception". First and foremost is"misconception of identity". That’s actually what the RD is structured on (it’s not structured on “he’s got

BTs, so blow off the BTs") it's structured on the disentanglement of confusions. This RD handles the entanglement of the BTs.

This RD runs best short sessioned, because the restim then has a chance to key out between sessions. And you've always got the 3 - 10 days key-out on your side.

You could call it the "Misconception RD" or the "I-am-you RD" or the "All-are-one RD"! This RD proves very conclusively that all beings are separate individuals, because the only thing that gets them into trouble, is a loss of their own identity - misownership of identity. They are definitely individual and separate beings. The Greeks got into a lot of trouble believing they were all part of Zeus. There must be other implants on the track too that give them this idea. But it is now proven by this RD that people are individuals, so are BTs.

The only thing that forms a cluster, is a misapprehension, agreement and shared experience. They are under the misapprehension that they are one being. What hangs it together is similarity of identity. This is the A = A that forms a cluster. Because they have got the same picture, they must be the same person!

Those are the basic philosophical concepts back of the RD, and they have never been tackled head on before!

For example, a misconception - "I am Mamie Glutz". How many crazy people in an institution think they are Napoleon? - some misconception! Sanity is the ability to recognize differences, similarities and identities - so misconception adds up to insanity.

"Misconception" is the key to any trouble a being gets into. This can be any error of matter, energy, space, time, form, identity or idea, believed by the individual to be fact.

By untangling this, NED for OTs produces some astonishing results.

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NED for OTs Series 10

C O N F I D E N T I A L

OT III AND DORMANT BTs

OT III ATTEST

The actual fact of the case is those that have been with the guy for quite a while and those that plunged in on a guy and those that are real tough and real tight and so forth, when you get rid of those, that's it. That's the end of III.

But Planet Earth was a dumping ground to end all dumping grounds. Actually the end of OT III is when those BTs and clusters which can be gotten into communication easily and can be made to run Incident IIs and Incident Is are gone. It's not when all BTs in the whole universe that ever will be are gone.

DORMANT BTs

You can wake up very dormant BTs and clusters that actually you've never hit on OT III - never dreamed they existed.

Many are not visible in PT. These dormant ones are not squarely in the time stream, they're down the track a bit. You shift your attention and pull them into PT, or your attention goes a bit out of PT and there they are. They are not precisely in the time stream. This solves the mystery of how an OT III can see none, get run on some NED and it kicks them in.

It is like a whole being reviv. Dormant BTs and clusters are stuck down the track in an incident. Dormant BTs are out of PT in denyer chains (like "not there", "can't be there"), so they "don't exist", yet they do exist. If you look down the track, there they are, and if you ball them up with engram running or bad auditing, you get real trouble, as they recoil against the body.

PRE-OT'S PERCEPTION

Some Pre-OT's perception is not up to perceiving BTs and clusters and masses. Unless you raised their perception you would miss on this Rundown. The preliminary action of "NED for OTs" is designed to raise the Pre-OT's perception to a point where he can perceive BTs and clusters and other beings' pictures, and this step is vital to this RD.

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NED for OTs Series 11

C O N F I D E N T I A L

THE FIRST STEP OF NED FOR OTs

The first step of NED for OTs consists of repairing past mis-auditing. You check "Past auditing" first, and if it's not reading, no pc interest, you skip it. But if later in the Rundown you run into a bog, TA goes high, or any kind of grind or mess up, you recheck past auditing, and handle. Repair of engram running is limited to simply indication. You mustn't get into continuing to run the engram or you'll be running engrams on a Clear, as you aren't running them on a Clear and aren't repairing them on a Clear, you are repairing them on a BT.

THE BUG ON NED FOR OTs

If you get a wrong item on somebody they will now have that item - it persists; e.g. you run "sore toe" on somebody who doesn't have one, they'll end up with a sore toe! If you now try to handle sore toe with auditing it will worsen. Because it was a wrong item in the first place. You have to repair the wrong item. A BT could be run on a non-existent somatic, and to be obliging mocked it up. They can get run on imaginary incidents and on things that are not their track so what was run could have been false.

If the pc was run on an unreading item, BTs will be activated, but they don't have that item either. It's a false assumption there was something there to run - that's their misconception foisted off on them by being given the belief that the item existed or read. When called on to run something, they will furnish copies, misowned and manufactured items. You need to check for BTs run on wrong items, unreading items and sort it out.

Some BTs went exterior and were audited past it. Some BTs had already gone Clear - not just oin the Clearing Course - some went Clear on Objectives. So you don't just have Dianetic auditing on somebody after Clear. You also have Dianetic auditing on BTs after they went Clear! Resulting in invalidation of he State of Clear, the mistake of misowning others' pictures, and then misidentification of identity. NED auditing after Clear applies to BTs as well as Pre-OTs. So there are residual BTs with invalidated erasure, invalidated Clearing. And the originally overrun thetan may have blown and left copies of the overrun.

Grinding an incident on Dianetics or NED will result in some BTs run past erasure, so they have to mock it up again to run. Or they never got to basic and erasure because the auditor never asked for E/Beg or E/Sim, and were left hanging incomplete on the chain. And other BTs will copy all this obsessively.

Out L & N lists and wrong items will do the same thing, and also can be repaired.

Auditor command flubs, lack of acknowledgement, couldn't hear the auditor, session distractions - all these will hand up BTs. Even false dates could be copied - they can be twice removed from reality. In trying to date something now you could wind up dating the wrong date, or dating the date that the wrong date was given. And it might not have been that BT's or cluster's incident that was being dated in the first place - the incident may have been misowned - not their incident.

YOU CAN'T RUN NED FOR OTs ON SOMEBODY WHO HAS BEEN RUN ON WRONG OR UNREADING ITEMS WITHOUT REPAIRING THEM.

Also beware of getting into over-correction, because what you are correcting on one BT, can start uncorrecting on another BT.

So you check "past auditing" for read and "interes" "as the first step. If it reads and Pre-OT is interested you handle it. If not, skip it, but be alert and if Pre-OT hits a bog you recheck past auditing. Remember not to run anything, just indicate it.

This doesn't mean that all previous auditing was bad - far from it! But some auditors due to poor training, bad metering, or nasty habits will be found to have messed up cases. So you repair past auditing by auditors - by auditor's name. (And also see that such auditors are handled too.)

That's the bug on NED for OTs - you can collide with BTs and Clusters messed up in past auditing, and this can recoil heavily and physically upset the Pre-OT. So you keep the Repair List andy and if you run into a bog, use the Repair List and next session C/S to take up past auditing, remembering not to continue to run engrams but only indicate.

REPAIRING PAST AUDITING BY AUDITOR'S NAME

Make a list of names of auditors and test these for read. Include self-auditing and solo auditing too. Those that read, you repair the items run by that auditor, or in self-auditing. And make provision for occluded auditing. You may think you've got it all, only to find an occluded session or sessions spring to view later.

This is why you must teach FESers to FES and make up FFTs, that include the auditor's name.

And that's why the Advanced Courses Specialist Auditor must know what he's doing in training to deliver this Rundown. It's not a piece of cake.

Do it flawlessly and produce the spectacular results the Rundown is capable of.

LRH:dm:kjm

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NED for OTs Series 12

C O N F I D E N T I A L

REPAIRING AND BLOWING BTs AND CLUSTERS FROM PAST AUDITING OR MISAUDITING

STEPS

1. What was being run?

2. What was the error in running?

3. Indicate.

4. Who was it run on?
(Find BT or cluster by position in the body.)

5. Blow BT or cluster.

6. Copies.

HANDLING PAST DIANETICS, NED, OR R3R

Prior to auditing have the folders and a Full Flow Table (FFT) made up which contains all Dianetic, NED, XDN, or any other R3R items that have been run, in date order, including the name of the auditor who ran these. (This includes any somatic or narrative item that was audited Dianetically.) Dianetic lists as well as L & N lists should also be available. (N.B. Some old timers may have been audited on secondaries and engrams prior to folder records having been kept, and there is always the possibility of false reports and unrecorded items having been run.) This repair action is done by name

of auditor, and those auditors who audited the case on engram running after Clear, or who most grossly misaudited the case, will be found to be charged (reading) and it is their auditing which most likely will need to be repaired. Auditors whose names come up as aving grossly misaudited the case in the past should be Crammed or Retreaded or Retrained or subject of an Ethics action in order to safeguard any other pc in future.

Make up a list of names of auditors from the Full Flow Table and include "Self-auditing" and "Solo Auditing". Allow for the possibility of occluded auditing showing up later as charge is taken off during this repair.

Assess the list of auditor names, including self-auditing and Solo auditing, for read and note size of read. Start with the largest reading, and repair the items run by that auditor as follows:

1. Take the Dianetic item that was run, e.g. "Pain in the Zorch", and test it for read. (If no read, skip it.).

2. Find the error in running. Such as: "Unreading item", "Wrong item", "No such item ever existed", "Run past erasure", etc. (Usually the Pre-OT will be able to get this. If not the auditor can find out quickly by meter.).

3. <u>Indicate</u> the BPC found. (ONLY indicate, do <u>not</u> start running anything.)

4. "<u>Is the BT or cluster this was run on still around?</u>" (<u>And note whether this reads</u>, it won't read if the BT or cluster has already blown.)

Have the Pre-OT find the BT or cluster by position on the body - sometimes the BT or cluster will blow on inspection on this step alone; if it doesn't,

5. Blow the BT or cluster.

6. Copies. The auditor asks "Copy?" and if reading has any copies spotted and blown. Often the BT or cluster who originally ran the item will have blown, leaving BTs or clusters who copied the auditing or copied the overrun, etc. And don't nag the Pre-OT for copies or you'll start some other BT copying now.

As with any Repair auditing this can very quickly repaired, and the auditor must be alert for this and not get into overcorrection. You must also be <u>alert</u> for what you <u>are correcting on one BT or cluster uncorrecting on another BT or cluster</u>; e.g. "Overrun" may be correct for one, but not correct for another. You can check for this and if so, indicate that "Overrun" did not apply to the rest.

Step 2 above - Finding the error - may go earlier similar, the same BT or cluster may ave been mis-audited in an even earlier session or sessions, and these too may need to be repaired. But only if earlier auditing BPC exists on the BT or cluster you started with or you'll jump from one BT or cluster to another.

Handle each reading item run by the assessed (reading) auditor in the sequence these items were run. Then take next best reading auditor by name or reassess the list of auditors. Be very alert for this whole repair action EPing well before all auditors or items have been addressed and when that occurs end it off.

STUCK PICTURE REMEDY

1. The stuck picture.

2. What was the error in running?

3. Indicate.

4. Who was it run on, or whose stuck picture is it?

5. Blow BT or cluster.

6. Copies.

AUDITING ITSELF MAKING A CLUSTER

Seriously bad or rough auditing, Code Breaks, overruns, demanding something that isn't there, asking for an earlier similar that didn't exist, continuing to run an incident that has already erased, grinding incidents, running unreading/uncharged items or wrong items, will mess up BTs and clusters that were not in restimulation or who were dormant. When very bad such a session can itself have been a cluster making incident and is the latest mutual incident for those BTs and clusters stirred up in that session. There will have been considerable cross-copying. Do not attempt to R3R or R3RA such a session. Handle it as described above under Repairing Past Auditing. Repeat those steps until all BTs and clusters have been blown off that session.

PAST MIS-METERING, MIS-DATING OR LOCATING

If the Pre-OT has been mis-metered in the past this may need to be repaired.

Meter evaluation by which is meant the auditor keeps telling the pc that this or that didn't read, etc., can be highly evaluative and invalidative, especially when that auditor was mis-reading the meter. The pc was left hung up in things that did read, but weren't taken up, and when things that didn't read are taken up, it will stir up dormant BTs and clusters, and misownership and misidentification occurs. Add to that cross-copying of BT pictures and you get a mess that can recoil very heavily against the Pre-OT's body, dangerously so.

Meter evaluation can be repaired by getting off when the pc or Pre-OT was told something read when it didn't,and vice versa. And handling "Evaluation?" E/Sim to F/N.

Mis-dating and partial locating is similarly corrected by getting off any wrong locations that were given or locations that were wrong for other BTs or clusters.

Note that on Dating and Locating you can get a build up of mass and pressure, even a protest ridge, due to the date for one BT or cluster being the wrong date for some other BT or cluster. The mass and pressure will blow on indication that it was a wrong date or wrong location for them. A technique as powerful as Dating and Locating which will blow clusters and cumulative clusters when done right, can also mess them up badly when done wrong.

MESSED UP INT RUNDOWNS AND INT REPAIRS

Handle any BT or cluster with out-Int before doing any other action. These are handled per HCOB 17 Sept 78 OUT-INT, WENT IN, WENT ON.

If a Pre-OT has too much or recurring Int trouble, do the "End of Endless Int Repair" process (by Recall only). As it is only recall, it will run on and handle BTs or clusters.

LIST ERRORS ON L & N AND WRONG ITEMS

Mis-done L & N lists, especially over-listed lists and wrong items mess up BTs and cluster. The right item for one BT is wrong item for for another. When overlisted, several BTs and clusters can be pulled in. The handling is as described in the Steps for Repairing Past Auditing.

STATE OF CLEAR

If the Pre-OT has charge on having been audited on engrams after he/she went Clear, you can Date/Locate the point when the Pre-OT went Clear. Then clean up misownership by asking the Pre-OT "Have you misowned any BT's or cluster's pictures as your own?"

As well as the Pre-OT having been audited on engrams after Clear, you may also encounter BTs who went Clear and were audited on engrams subsequently. Locate and indicate their BPC of having been audited on engrams after Clear, any misownership, any invalidation of the State of Clear, and copies of this by other BTs and Clusters.

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NED for OTs Series 13

C O N F I D E N T I A L

FESING OF FOLDERS AND FULL FLOW TABLES

An FES should contain the name of the auditor and name of the C/S, per existing issues.

It now becomes imperative that the name of the auditor be clearly noted on the FFT (Full Flow Table) as well as the FES. In making up FFTs on any Dianetic or NED auditing clearly note the auditor's name, as well as the date and item run by that auditor. Existing FFTs do not need to be re-done - just print in the name of the auditor, in different coloured ink (to make it very visible) against the items run by that auditor.

On new FFTs add a column on left side of sheet for auditor's name.

____
PC's name

FULL FLOW TABLE

Auditor (name)	Date	Item	Run	Fl	F2	F3	F4

Some cases have had unreading items, wrong items, run on them; sometimes the auditor changed the pc's item or even just decided what to run on a pc. These are grave and can have serious consequences on a case.

In order to fully handle such a situation it is imperative that all the data above is available to a C/S or auditor.

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CONFIDENTIAL

OUT-INT, "WENT IN", "WENT ON"

If a Pre-OT can put his attention on a BT and blow it off, without even working too hard at it, BTs, with their attention must be sort of blindly in-drawn.

"Went in" and "Went on" are two different characteristics of Int. Some think they can't go in - because they think they can't go through solids - so they "Went on", plastered on (to something).

Another way to blow them is to scan them back to when they went in - and they blow out. Like a plus/minus reaction, "Went in" - blow out.

A BT with Out-Int affects its ability to blow - not the Pre-OT's ability to blow them off - the BT's ability to blow. You scan them down a chain of "Went ins" to the first "Went in" and it will blow.

You could handle a very difficult one by recalling "times they went in" - for very difficult ones. A fast way to blow them would be to get them to scan back through "Went ins" - "When did you go in?" - and they blow.

ON-NESS

There's also "Went on", "Went onto something", and a lot are stuck on something. You scan them back through times when they "Went on". They went onto something and couldn't get off.

Sometimes a BT will blow from inside the body and catch on the outside of the body, or within 2 - 3 feet of the body. You can get too many restimulated on the surface of the

body. You have to blow off these surface ones.

Being stuck on the surface of something would have something to do with the button "Can't go in" for a BT, and that button produces blows. BTs who "can't go in" to something, "Went on", and stuck.

"On-ness" is different from Out-Int. They are stuck on, not in.

"On-ness" is handled in the same way as Out-Int but with "Went on" or "Got on". The "earlier than" phenomenon applies to "ON", as one has to first get on something before he gets off. Trying to persuade a stuck "Went on" BT or mass to get off, can run into the same phenomenon as Out-Int and he won't blow. Handle it the same way as "Went in" but with the difference of "Went on". One could in theory find a thetan who was "stuck on", handle that and then find that the same being had Out-Int.

OUT-INT

Sometimes BTs have Out-Int because they can't get out or couldn't get out. They are in the valence of something that can't be out, even fatal to be out, e.g. "the inside of body" or an internal organ. They consider these safe beingnesses, and it's safe to be in. So you ask "What couldn't get out?" and they blow.

If you ask them to point which way is in, they can't. Getting them to point which way was in works, and produces blows. Use the past tense, "Which way was in?" and they will blow.

RECURRING INT TROUBLE

If a Pre-OT on NED for OTs has recurring Int trouble or continues to run into Out-Int, and you can't solve it easily, do the End of Endless Int Repair Rundown (assessing and handling Int buttons by Recall, not R3RA). This Recall technique will run and solve any Int troubles.

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NED for OTs Series 15

C O N F I D E N T I A L

THE "SOLIDITY" OF THE BODY

BTs think they're pinned to the body, when they're pinned into other BTs, they think they're interiorized into the body, when they're pinned into BTs. How could a being get stuck to a body? There's some kind of central core in the body that the being mistakes for the body. The central core sticks to the body and the thetan sticks to it. Some BTs think they are a body. There are clusters that think they're a body and other BTs stick to the cluster and wind up thinking they're a body. They would have to be stuck by a postulate: "I am a body", or "I am a head", or "I am the brain", etc.

Someone on OT III can think he's complete on OT III because he thinks the solidity he perceives as the body is the body. It is a mistaken apparency of solidity of the body. This apparent solidity of the body is composed of BTs and clusters and may be the same size and shape as the body when first contacted. So someone on OT III perceives this and assumes it's the body and thinks he's done on OT III. This "solidity" he perceives as the body is composed of BTs and clusters. The body becomes transparent to an OT to the degree he clears this up. It is a "body" built of thetans - you have to learn you're not looking at the body, but a false body composed of BTs and clusters. A Pre-OT on "NED for OTs" will become aware of this during the RD (it is not drawn to his attention by the auditor). It's not the solidity of the body but the solidity of BTs and clusters formed as a body.

The body acts as a magnifier of perceptions - it collects and magnifies perceptions - some thetans think they can't perceive well exterior, as the actual body and objects and walls look pretty flimsy and transparent to an OT.

The guy gets fooled - he thinks he's looking at this body and he's not. He's looking at a solid mass of BTs and clusters. The actual body looks transparent to an OT. Unless you get the guy's perception up, he won't be able to perceive this and if he can't perceive them, he won't be able to run them. The preliminary step of "NED for OTs" is to get the Pre-OT's perception up enough so it can be run. This false "body" composed of BTs and clusters is blown off piece by piece on the RD.

COMPOSITE MASSES

A composite mass such as the false "body" composed of BTs and clusters needs to be handled or blown off in pieces. You could make the mistake of trying to blow it all at once instead of piecemeal. You may also encounter "layered clusters", which is layers of clusters on top of each other.

Use the "thetan hand" technique to separate ridges and masses, (you can split ridges apart and separate masses and clusters by passing a "thetan hand" between them). Then blow off the BTs and clusters spearately. You can look up and down inside a mass, rather than outside it and it starts to go.

There are so many BTs and clusters that the Pre-OT can wonder if he's pulling in any that weren't there before or wonder if all space is full of them-that isn't so, it only seems that way.

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NED for OTs Series 16

C O N F I D E N T I A L

"EXTERIOR" VISION, BT PERCEPTION

You can get a sort of exterior view as they blow - it's not an actual exterior view, but an apparency of an exterior view. It's the BT's visio feeding back to you while the BT is blowing. This visio folds up when the BT has blown and your attention is off it. It's not your own exterior view, it's their exterior view as they're blowing and it fades as they blow and your attention comes off them.

It's to do with viewpoints and attention - if you get one of your viewpoints (attention unit) in one (a BT or cluster), it will carry it and you sort of see through their perception - it's how you see their pictures and why you get some of their visio as they blow.

It has also been noted that when you do get a feedback visio from a "BT" as it blows, that it is actually not a single BT, but two or three and the feedback is coming from another or other BTs who have not cognited that he is himself. In other words it is an uncleared BT or cluster who is carrying this visio anchor point away.

Not all exterior perception comes from BTs though. The Pre-OT can also get an exterior view which is his own actual exterior perception. If the Pre-OT gets a stuck or fixed exterior view, it is easily handled by having the Pre-OT look the other way, i.e. look in the opposite direction, and the fixed direction of view, will unfix. It is easy to differentiate between actual exterior perception of Pre-OT and the phenoomena of the Exterior view of a BT during a blow, by checking on the meter. If it is the view of a BT partially blown, it will read as such. Partially blown BTs should be handled to complete blow at which point the relayed BT visio will cease.

There is a positive way to handle this if it hangs up. This is for the Pre-OT to extend his attention out to the point to which the BT or cluster has blown and ask it again what it is, give it an ack, and then ask who it is. The untouched or uncleared BT or cluster that is being carried away goes "poof" and the exterior visio ceases instantly.

There's also perception by tactile contact, when the BT is attached to the body.

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NED for OTs Series 17

C O N F I D E N T I A L

PREDICTION FACTORS ON LENGTH AND PROGRESS

THROUGH THE RUNDOWN

The first phenomenon you will encounter is the Pre-OT getting apparent exterior perception, picking up the BT's exterior visio as the BT blows.

The second prediction factor is that the amount of restim and pressure remaining at session end becomes less from one session end to another session end.

During the Rundown, the Pre-OT may wonder if he's pulling in BTs and clusters to run, whether all space is filled with BTs, etc. This isn't so, but may seem this way. The Pre-OT will get a realization similar to the Straightwire EP that he/she won't get any worse". This isn't the EP of the Rundown but shows progress is being made.

During the Rundown the Pre-OT will become aware that what has been mistakenly assumed to be the body, is not the actual body, but the solidity of BTs and clusters in shape of the body. The Pre-OT may comment that his actual body or walls or objects look flimsy or transparent and this is actual OT or exterior perception, and become aware that he is perceiving BTs and clusters where the body looks or feels solid. He is perceiving the difference between the false "solidity of the body" and the actual body. As this false "body" is audited out the clusters and masses remaining will swell to greater size, with less mass and solidity.

Further through the Rundown, there are fewer BTs and clusters remaining, and the mass expands and gets softer; it's not under so much pressure. There's less mass, and what is left is less dense. And they blow easier and faster, with decreasing TA action.

Toward the end of the Rundown there are less and less BTs and clusters to trap his attention into the body and his attention goes out onto the physical environment. An OT's

attention can get so exteriorized, that it is very difficult to get his attention onto the body; his attention is on the walls, room, building, area or planet. The meter will read on “wall” or “room”, etc., wherever his attention is. You can get a similar phenomenon of the OT getting perception of a wall or environment, via a blowing BT. Or the BTs can get perception of physical environment via the OT’s body. This phenomenon is different, the OT is in direct communication and perception of the physical environment. (Meter read will establish which it is.)

In earlier research I discovered what we call “leaning on a wall”. The OT “leans” against an object in PT and feels it, and it can put a TA high; e.g. the being is leaning against a milk carton and gets a waxy cardboard feeling. Realization of what is going on handles it. But the phenomenon encountered toward the end of NED for OTs is different. The OT’s attention becomes so exteriorized that he goes into direct comm with the environment and finds it hard to put his attention on the body. About this time BTs and clusters do not read well and the sensitivity has to be turned up high to get reads on BTs, and you have a pretty constantly F/Ning needle. The auditor needs to be sharp on TA and needle handling to keep the needle on the dial and detect small reads on a very loose needle. F/Ning TA becomes more frequent.

Don’t try to push a session past a big win or marked case change; several of these will occur during the Rundown. It’s the EP for that session - not for the Rundown.

It is possible for the Pre-OT later in the Rundown to blow a distant BT stuck to somebody else. If the Pre-OT’s attention is drawn to something outside the session environment, check for a BT or cluster in the area where his attention fixes, and have the Pre-OT blow it off. This action is effective and permanent.

There are two changes going on during the Rundown:

(a) Pre-OT as a thetan is getting “bigger” and stronger;

(b) There are less BTs and clusters left.

The Pre-OT will get more and more relaxed, less mass, less tension in the body. At first on the Rundown these masses are very tense and hard, they feel like a tensed muscle, later the mass gets less and lighter and the body more relaxed.

Toward the end of the Rundown the amount of mass left is so slight that after a fairly short session it can become unprofitable to audit as there’s so little left, and what can be found blows so fast and easily.

These last few will blow by inspection and when there are none at all in the Pre-OT or his environment, then you’ve reached the end of the Rundown. The EP of the Rundown is when: the Pre-OT has a transparent body and a clear area around it to some distance (barring perception of other people’s difficulties) and when he realizes he is alive and very much himself.

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NED for OTs Series 18

C O N F I D E N T I A L

SESSION FACTORS

The probable session planning should be short and frequent, based on the general datum that early in the session the Pre-OT quite often can blow BTs and clusters by inspection, while later in the session, restimulation of other BTs and clusters, or possibly tiredness of the Pre-OT, makes it difficult to blow them.

There is a session factor of cross-restimualation. If the session goes on too long you can get some too restimulated to blow easily. This can build up pressure and push the TA up. It relieves on indication of cross-restimulation. BTs go into restim on other BTs' pictures.

As the sessions are generally short, Tech Services and Tech Pages will have to be very well organized and effective, so that no auditor time is lost waiting for next pc, or folder. C/Ses and auditors will have to ensure that Executives in and above Tech Services know and follow C/S Series 56 and BFO 46 VALUE OF SERVICES DELIVERED, HOW TO RAISE and cram them on these issues whenever lines or terminals drop out.

The sessions are generally short and frequent. You must not continue a session past the session EP, usually an F/Ning TA, or a win. You must not go on past the session EP or get into grinding due to over-restimulation. Show this to your D of P if he tries to push you.

There's also a factor of "incomplete blows". You can meter check for this, but don't nag the Pre-OT on it, or you'll stir more up because all the BTs remaining are sort of incomplete blows!

As you run "NED for OTs" there's a certain amount of pressure or somatic remaining at session end. This becomes less from one session end to another.

You can restimulate more in a session than you blow. This can be checked for on the meter and handle those restimulated in the session but not blown.

The session is usually started by 2WCing to F/N, or flying Ruds. But the auditor must realize that charge in restim comes from restimulated BTs and clusters. Shocks or stress in life restimulate BTs and clusters who then copy the restimulation, and this

restimulation is a wrong incident for them as it is only a lock on whatever they are stuck in. You handle any out-Rud BTs or restimulated BTs at the beginning of session. If the TA is high, do not try to 2WC it down, or go off Pgm onto a C/S 53, check for and handle BTs or clusters in restimulation, or if there is evidence of Out-Int, check for and handle any BT or cluster with Out-Int first. Care must be taken at beginning of session not to ask for Earlier Similars that don't exist, nor to restimulate more than is in restim. <u>You're only trying to get any out-Ruds or restim out of the way so you can get onto the Body of the Session.</u>

The Pre-OT probably shouldn't watch movies or TV during this Rundown, as BTs tend to make pictures of the movie and hang up in them, requiring handling at beginning of session. If too much restim occurs due to watching movies or TV, get the Pre-OT to stop watching them during the Rundown.

I had earlier found that Vitamin Bl would turn off dreams or nightmares and that a lack of Vitamin Bl would make a pc more susceptible to having dreams or nightmares. Apparently lack of Bl makes BTs stick to bone structure, more susceptible to restimulation, and harder to blow. A session done on a Pre-OT who had a Bl deficiency ran very slowly with great difficulty blowing BTs and clusters. The session was very "gluey". Taking Vitamin Bl resolved this and BTs and clusters became easy to blow again. Pre-OTs on NED for OTs should take 500 Milligrams of Vitamin Bl (Thiamine Hydrochloride) daily, and if they experience dreams, nightmares, or difficulties blowing BTs and clusters, then the dosage should be increased.

A right date or location for one BT or cluster can act as a "wrong date" or "wrong location" for another BT or cluster, as it isn't correct for their incident, and pressure and mass can build up on this during a session where Date/Locating is done. Meter check for "wrong date?", "wrong location?". Indication of this when it has occurred will relieve the pressure and blow the TA down. BTs can also build up a protest ridge on this.

Generally the TA will move in a pumping action, BDing as BTs and clusters blow. The general session pattern is for the TA range to get higher and higher and then pump on down to lower range, which is the ideal point for ending session. A session continued past this resulted in cross-restimulation and difficulty in blowing BTs.

The session must be well ended, as you are ending the session for others (BTs and clusters) - not just for the Pre-OT. "END OF SESSION" given Tone 40, may have to be repeated to ensure the session is in fact ended. You will also sometimes encounter "last call" BTs and clusters. Just as you are about to end the session, some BT or cluster may pop up to be handled - this will often occur on "Say or ask?" - let the Pre-OT handle any such "last call" BT or cluster. To handle restimulation accumulated in the session, you can tell BTs to "Come to present Time" before ending the session. Then <u>end</u> the session well and thoroughly.

A usual session EP is an F/Ning TA.

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NED for OTs Series 19

C O N F I D E N T I A L

TA AND NEEDLE BEHAVIOUR

A reason why "NED for OTs" is an audited action, rather than Solo is because two electrodes (one can in each hand) gives a greater depth of read than a one hand Solo can. A Pre-OT can run out of reads on a Solo can to a point where the needle just F/Ns, but on 2 cans reads will show. This is because you are dealing with dormant BTs and clusters, that are dead - even below unconsciousness and out of PT. They have to be activated, by Pre-OT's attention.

During the Rundown the sensitivity may have to be raised as there is getting to be less and less there to impinge and read on the meter. This does not reflect the Pre-OT's case state, just the amount left to run. F/Ns will become more and more frequent.

During a session, the TA works up into a higher range and pumps back down to lower range again (the usual ending point for a session); e.g. TA at start of sesson = 2.5. During session TA works up to 3.7, then pumps back down to 2.5 and the session is ended off. Continuing past this point results in over-restimulation of remaining BTs and clusters.

The TA moves with a "pumping" action, BDing on blows. The BD on a blow is not the impulse of the BT or cluster leaving, it's the sudden decrease of resistance as the mass blows. The size of BD is relative to the size of mass of the BT or cluster. When you put attention on them and start waking them up, there's a sudden increase of mass. When they blow, there's a sudden decrease of mass. This is what registers on TA and makes the TA pump up and down.

The TA is an indicator of progress through the rundown - you will start getting a floating TA, at some point, which will become more frequent. Do not continue a session past a sudden large BD to F/Ning TA, just end off the session.

Sometimes the Pre-OT will experience a continuous blow or continuous flow phenomena. This happens after the Pre-OT has blown a BT or cluster who was holding others in, then the rest will blow easily, often in a continuous blow. This shows on the meter as continuous fall or slowly BDing TA. Later it will show as a "BDing F/N" - the needle F/Ns while the TA falls, and this may go into an F/Ning TA and that is the EP for that session.

A later prediction factor which shows progress through the RD, is a change of needle pattern. The LFBD on a blow gets much faster, than before. This is not a bigger BD it is a faster fall and BD. The rises are faster too, so you have a needle moving at about two or three times the speed it was moving previously, and this speeding up of the needle can happen quite suddenly in the session, and is very noticeable.

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NED for OTs Series 20

C O N F I D E N T I A L

HOW YOU OPERATE A METER

On NED for OTs you have a situation where the F/Ns are getting wider and wider and often going into an F/Ning TA.

You also have less and less mass or charge left on the case the further through the Rundown you go.

Therefore the auditor must be an expert at handling the TA, Sensitivity knob and keeping the needle on the dial when asking a question or assessing. Initial reads are often small (due to small amount of charge remaining), and the Sensitivity has to be cranked way up to catch these reads. The way you do this is by handling the TA with index and second finger, and the Sensitivity knob with the thumb.

Drill operating the TA and Sensitivity knob with E-Meter Drill #11 "Superlative TA handling", until you have mastered it.

The total amount of TA action per session at this level is low. Usually around 1.0 - 2.0 divisiions, rarely as high as 6.0 divisions.

It does not compare with TA action at lower levels at all.

An F/Ning TA is often the signal to end the session so how do you handle an F/Ning TA? You get expert in the two finger and thumb TA technique.

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NED for OTs Series 21

C O N F I D E N T I A L

REVIVIFICATION

During NED for OTs research I discovered that beings do not just reviv in time. They also reviv in location. You can have a guy totally reviv'd in time, he's stuck down the track in an incident which is PT for him. Anything which he views, is viewed from this point in time. It is when he is.

A being can also be in a reviv in place or location. That is where he is. Everything he views is viewed from that location, that viewpoint in space. They're "buttered all over the universe". A BT can think of himself as up there, looking down at himself. A total wrong viewpoint. He's in a reviv and everything he does is from a stuck viewpoint, so he's operating with a stuck spacial point of view. Say the guy is reviv'd in Flanders, everything he does is from the viewpoint in Flanders - even tries to look at himself (now) from Flanders. He's operating in PT from some place down the track.

THOUGHT DISASSOCIATION

Thought disassociation follows a point of view pattern. In a reviv, they're talking to you from an altered point of view, so you get disassociated thought. Say he's in a reviv of lcoation, in a radar station in space. You ask him "Where are the books?" - he looks at a radar screen and says "They're going away".

I know a case who had an accident. She thought she left the body and went to a between lives implant and returned to the body. But there has been no between lives implant in that place for eons! What happened is, she was reviv'd in a between lives implant. She had the accident and went exterior, she thought she went to this between lives implant because that's the location she was reviv'd in.

This is a matter of old fixed viewpoints in spacial locations. You can often cure a case with the process "Where would you be safe?" He might go through a heavy reviv

on the process and he might “do a bunk” - going back to his last point of view, location-wise. That point of view is still out there. That’s why D/L works. You blow that point on Locate step. It’s when and where they are, as they’re not in PT.

That is where he is “safe”, that’s Thought Disassociation, and that’s small pictures - because he’s in a picture, looking at a picture.

These are the mechanics of the Bright Think Rundown (Disassociation process) which can be run on anybody. Running it is not part of NED for OTs as it is a separate RD.

OBJECTIVE DUB-IN

This is a different phenomenon from Thought Disassociation and spacial reviv.

He looks at that wall, and because it’s not safe to look at the wall, he makes a picture of the wall and brings the picture back to him and looks at the picture of the wall. He’s so far south he can’t confront anything that’s in front of him. You tell him to look at the window, he sort of reaches out to the window with a beam or something, makes a picture of it, and pulls the picture back up to him, looks at it and tells you the window has bars on it. This case requires objectives until it’s safe to look at something and perceive it.

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NED for OTs Series 22

C O N F I D E N T I A L

ANATEN

When a dormant BT wakes up it acquires mass. He's "not there", and then when attention is put on him he acquires mass. He's in some artificial valence (which produces mass). When some recognition is granted him, he goes in valence and blows. There's a ridge when a thetan feels under attack, or maybe unacked - first reaction is to stop, so he mocks up mass.

A BT sitting around or on a nerve channel, who is awakened and suddenly mocks up mass or a ridge, will shut down the nerve and knock the guy anaten - knocks the body anaten - not the pc. In the head especially, when a cluster suddenly mocks up mass, it shuts off nerve channels.

Some people who are deaf or blind might simply have a cluster sitting on a nerve, and it's gone on so many years the nerve atrophies. Catatonics may be suffering from this sort of knockout. This explains why a tactile process works - you run tactile on the bed, etc, after an accident and the guy comes out of it.

Another source of anaten is a being exuding anaten - he can be a piece of anaten - and he also exudes anaten, and beings around him go anaten. It is a feeling - an unconsciousness feeling.

Cluster A going into anaten, then influences cluster B, and then cluster B comes up tone into unconsciousness, and you get anaten. These clusters exist as solidities way below unconsciousness, and on III don't respond at all. Both phenomena above produce anaten.

"SOMETHING THAT ISN'T THERE"

It's also possible to run into a BT thinking he is "negative mass" and cutting off perception or sensation in an area.

Occasionally you may run into some BTs hanging together in a mocked up vacuum.

Some BTs have a "something that isn't there". They were withdrawing from something, but there was nothing there. It's either suppressed out of existence or it happened once and they stuck in the pattern of withdrawing; they can even justify and think ther's something they're withdrawing from. They put something there to withdraw from - a negative mockup. Or they think another BT is putting something there, that isn't there.

SOMATICS

Sometimes they blow and a somatic turns on - two beings crunched together and at the point of "crunch", they get a somatic.

It takes a multiple mass to create a somatic. Whether it's a number of BTs or clusters, the somatic mechanism is mass versus mass, not cluster versus body, but cluster vs. cluster, or BT vs. BT, or BTs and clusters vs. BTs and clusters, or cluster vs. cluster with a BT squashed in the middle. The cluster vs. cluster somatic is more severe than a somatic in a picture (incident) - unless he were totally revivified in the incident. You can also postulate a somatic, but that's different.

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NED for OTs Series 23

C O N F I D E N T I A L

REMNANT RIDGES

A BT can blow and leave behind a ridge of energy. There are BTs in the energy ridge left behind by another BT.

There's a basic mechanism, some BTs make ridges and masses and other BTs come and cling to that and get stuck and they think they're part of it and they maintain it - after the original BT has blown. You have to look through the ridge and find who's in it - after you've blown the BT who made the ridge. You not only look for the BTs that made the ridge, but also the BTs stuck in it, and keeping it there, and the ridge doesn't fully blow until both mechanisms are handled.

A BT could mock up a pole trap and another BT come along and stick to it. You blow the 1st BT and still have the pole trap, which is being kept there by the BT who stuck in it. So you ask "What are you?", Ack, "Who are you?" and blow BT who was stuck to it. The whole body is a trap because it's BTs getting stuck to BTs.

You blow the thetan mocking it up first and it tends to evaporate, but you then have to handle the others.

They will actually create anything in sight - low havingness - obsessive havingness or holding on to the familiar.

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NED for OTs Series 24

C O N F I D E N T I A L

NED FOR OTs - REPAIR LIST

This list is to be assessed Method 3 and handled by the auditor if he runs into a bog in session. Don't continue this list past the point where the BPC has been repaired as it is a repair list.

Any line reading on this list could be wrong with many BTs or clusters. That is why it must be done Method 3, and each reading line must be fully handled before proceeding on down the list. (E.g. on Q1 "BT or cluster with Out-Int?" - there may be one or many, and each would have to be handled.) When the line being handled doesn't read, continue the list.

1. A BT OR CLUSTER WITH

   (a) OUT-INT? _____

   (b) A WRONG ITEM? _____

   (c) AN OUT-LIST? _____

   (d) A WRONG INDICATION? _____

   (e) AN OVERRUN? _____

   (f) WHAT WAS CORRECT FOR ONE WAS INCORRECT FOR THE REST? _____

2. RESTIMULATED MORE THAN WERE BLOWN? _____

3. OVER-RESTIMULATION? _____

4. COPY? ______

5. AUDITED WHILE HUNGRY? ______

6. AUDITED WHILE TIRED? ______

7. AUDITED OVER PT STRESS? ______

8. PTS CONDITON? ______

9. SESSON WAS TOO LONG? ______

10. AUDITING CONTINUED PAST A MAJOR WIN? ______

11. A BT OR CLUSTER HUNG UP IN A PAST SESSION? ______

12. A BT OR CLUSTER MESSED UP IN AUDITING? ______

13. YOU THOUGHT IT WAS YOUR CHARGE? ______

14. DATING BEING DONE WHILE OTHER BTs WERE IN RESTIM? ______

15. STARTED DATING A BT OR CLUSTER WHILE ANOTHER WAS INCOMPLETE? ______

16. TRYING TO DATE A COMPOSITE MASS? ______

17. LEFT ONE BT OR CLUSTER INCOMPLETE AND STARTEDACTIVATING ANOTHER? ______

18. LEFT AN ACTION INCOMPLETE? ______

19. A CUMULATIVE CLUSTER LEFT INCOMPLETE? ______

20. JAMMED SEVERAL BTs AND CLUSTERS TOGETHER? ______

21. JUMPED FROM ONE BT OR CLUSTER TO ANOTHER? ______

22. FAILED TO IDENTIFY A MASS BEFORE HANDLING IT? ______

23. TOLD SOMETHING READ WHEN IT COULDN’T HAVE? ______

24. TOLD SOMETHING DIDN’T READ WHEN IT SHOULD HAVE READ? ______

25. CROSS-COPYING? ______

26. WAS BPC MISOWNED? ______

27. A BT OR CLUSTER WHO HAS AN ARC BREAK? ______

A PTP? ______

A W/H? ______

AN OVERT? ______

28. TRYING TO HANDLE SEVERAL BTs OR CLUSTERS AS ONE INDIVIDUAL? ______

29. A SINGLE BT THINKS HE'S A CLUSTER? ______

30. A CLUSTER THAT THINKS HE'S A SINGLE BT? ______

31. A BT AUDITED PAST CLEAR? ______

33. AN INVALIDATION OF STATE OF CLEAR? ______

34. CROSS-RESTIMULATION? ______

35. BTs RESTIMULATED BUT NOT BLOWN? ______

36. A BT OR CLUSTER PREVENTING OTHERS FROM BLOWING? ______

37. ONE PRINCIPAL CLUSTER? ______

38. PULLING IN BTs? ______

39. RESTIMULATION BETWEEN SESSIONS? ______

40. RESTIMULATION IN SESSION? ______

41. RESISTING CHANGE? ______

42. A BT OR CLUSTER ON SUCCUMB? ______

43. PULLING IN BANK TO EXPLAIN A PHYSIOLOGICAL CONDITION? ______

44. SOME OTHER MISCONCEPTION? ______

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NED for OTs Series 25

C O N F I D E N T I A L

RESISTANCE TO CHANGE

Some BTs are stuck; they are resisting change. You're asking them to change position by trying to blow them. They go more solid because they resist change. Like a Reactionary. Maybe the only message they receive comm on is an order to change. Therefore one has the option of as-ising their resistance to change, by getting "not to change" off.

Ask:

"When did you decide not to change?"

"What began that?"

This way you get off the decision not to change, and the earlier beginning that preceded it.

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NED for OTs Series 26R

C O N F I D E N T I A L

NED FOR OTs - CHECKLIST - PRE-OT ADVANCE PGM

(Put on left inside cover of folder and keep it up to date.)

______________________	_______________	___________
(Pre-OT's Name)	(Date Started)	(Org)

The auditor checks off each step when done. The number after each step is the relevant NED for OTs HCOB Series number.

PREREQUISITES

Pre-OT is OT III (or above) _____
Pre-OT is not in the middle of another major action _____
Pre-OT is not on a TRs Course _____
Pre-OT has security clearance _____

SET-UPs

D of P interview to get data on Pre-OT's conditon. _____
Remedy any Vit Bl or Calcium deficiency (NOTs 18, 31) _____
Assess C/S 53 Section A, if valid read on Out-Int do End of Endless Int Repair Rundown _____
If Pre-OT has had a recent bad session, repair it _____
If ill or injured handle ith an Assist (NOTs 3) _____
Handle any life enturbulation with Ruds or 2WC to F/N _____

CAUTION

Do not be surprised if these steps go out of order, and dont' force the Pre-OT to follow this exact order because his case may not be stacked up this way, although in general it will be found to be this order:

ADVANCE PGM

1. Indoctrination Step & clearing words (NOTs 4, 27 #2) _____
2. Perception Step. (Optional) (NOTs 27 #3) _____
3. D/L point when Pre-OT went Clear (NOTs 11, 12, 17 #4A, 43) _____
4. Handle misownership of pictures by Pre-OT (NOTs 11, 12, 27 #4A, 43) _____ *
5. Handle BTs who went Clear (NOTs 11, 12, 27 #4A, 43) _____
6. Handle BTs who went Exterior (NOTs 11, 27, 43) _____
7. Handle BTs audited past erasure (NOTs 11, 12, 27, 43) _____
8. Handle BTs who were overrun, & Copies (NOTs 11, 12, 27, 43) _____ *
9. Repair BTs run on uncharged items (NOTs 11, 12, 39, 43) _____
10. L3RF on messed up Dn chains (NOTs 39) _____ *
11. Repair any goofed D/L on a cluster (NOTs 9, 12, 27 #4G) _____ *
12. Repair of Past Auditing by Name of Auditor (Optional, only if interested). (NOTs 11, 12, 13, 27 #4F,43) _____ *
13. LDN OT III RB (NOTs 41) _____
14. Repair List for Errors in Running OT III (NOTs 41, 42) _____ *
15. Handle PTSness, if pplicable (NOTs 35) _____ *
16. Handle R/Ses (if Pre-OT has R/Sed) (NOTs 36) _____ *
17. Handle Mass Mistaken for Mass of Body (NOTs 15, 27 #5) _____ *
18. Handle BTs/clusters Being Body Parts (NOTs 27 #6) _____ *
19. Handle BTs On or Around the Body (NOTs 14, 27 #7) _____ *
20. Generally Spotting and Blowing BTs/clusters (NOTs 27 #8) _____ *
21. Remnant Ridges (& partial blows) (NOTs 23, 27 #9, 45) _____ *
22. Flow Assessment Recall Process (NOTs 27 #10, 28) _____ *
23. Generally Addressing the Body (NOTs 27 #11) _____ *
24. Specifically Addressing Chronic Somatics (NOTs 27 #12, 32) _____ *
25. Mass That Kicks in when Pre-OT Looks into Body (NOTs 27 #13) _____ *
26. Perimeter Masses (NOTs 33) _____ *
27. BTs with Mis-U words Rundown (NOTs 46) _____ *
28. Cleaning the Body of BT/cluster Masses (NOTs 27 #14) _____ *
29. Verify whether Pre-OT has achieved the full EP of NED for OTs as described in NOTs 27, pages 8 & 11.
    If so Declare. _____
    If not, locate the unflat/incomplete Pgm step(s) and handle. (The NOTs Repair List - NOTs 24 - can be used here, or any point on Pgm when there are unresolved BTs or PBC.)
    DO NOT DECLARE UNTIL PRE-OT HAS THE FULL EP.

* Shows where on Pgm Rest Points may be taken (ref: NOTS 29).

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NED for OTs Series 27

C O N F I D E N T I A L

"NED FOR OTs" - CHECKLIST

The basic biological structure of the body is transparent to a thetan. The Pre-OT's perception hangs up on BTS and clusters. These BTs and clusters have the ability to change and control a thetan's perception whereas Mest won't. BTs and clusters are too close to a thetan's wavelength and can therefore exert control. A primary target for NED for OTs is: "things that are not part of the biological machine (body), but think they are and get in the way." This is what you want to handle. The Pre-OT's sight hangs up on these BT/cluster masses. The successive steps of the Rundown have to do with the parts of the body he can see, the phenomena encountered and the processes you handle these with. The actual criterion the auditor uses is What is the Pre-OT looking at? What can he see? and Can he blow it?

The ideal scene: "A transparent body which does not interfere with the sight of the thetan and is free from unwanted sensations, pains, or pressures." The primary error a thetan makes is mistaking these BT/cluster masses for the body or mistaking another's pictures as his own. The procedure has a cyclic pattern of getting rid of the obvious ones, then dead or unresponsive ones, then obvious ones, over and over. You are liable to run into any of these manifestations at any time and need to know the processes which handle.

1. HANDLING WHAT THE PRE-OT'S ATTENTION IS ON

(Establish this by folder or by D of P interview or both. You should also check on what his attention is avoiding.)

1A. Repair using LDN OT IIIRB, if needed.

1B. Repair of any recent bad session.

1C. Any needed Assist.

1D. Remedy of any vitamin or mineral deficiency (especially Vitamin Bl or Calcium).

1E. End of Endless Int Repair, if needed.

(All the above are optional steps, and depend on the current state of the Pre-OT. Mainly determined by the question, What is the Pre-OT's attention on? and, What is his attention avoiding? - care must be used with the later, not to throw the Pre-OT in over his head.)

2. INDOCTRINATION STEP

This consists of clearing definitions of MisUs in OT III materials, clearing definitions of terms used in NED for OTs, reading the basic theory issues of NED for OTs, and indoctrination in the basic technique of the Rundown. It is a mandatory step.

3. PERCEPTION STEP

This is an optional step, done if the Pre-OT's perception is not up to perceiving mental masses, an ability necessary to this Rundown. It could be tested as simply as asking the Pre-OT to close his eyes and tell you if he can see through the head or the body. It is only done in order to get him able to perceive mental masses(BTs and clusters), which is the EP of this step.

4. PAST AUDITING

(This step is done if "Past Auditing" reads and Pre-OT is interested. If not, don't take it up. If not taken up at this point be alert for Pre-OT colliding with BTs and clusters hung up in past auditing at a later point during the Rundown and if there is a bog check for and handle past auditing.)

4A. D/L the point when Pre-OT went Clear, and handle mis ownership of pictures by Pre-OT.

4B. Handle BTs who went Clear and were audited on engrams, mistaking other's pictures as their own and resulting in invalidation of their State of Clear.

4C. BTs who went Exterior and were prevented from blowing or audited past Exterior.

4D. BTs audited past erasure resulting in invalidation of erasure.

4E. Copies of any of the above, including the situation where the original BT has blown leaving behind a BT who copied the overrun, etc.

4F. Repair of Past Auditing by Assessment of Names of Auditors, including Solo auditing and self-auditing.

4G. Repair of Wrong Dates, Wrong Locations, including any partially or wrongly dated or located cluster. (Note that a right date or location for one, will be wrong for those remaining.)

(NB: Do not overdo this step as auditing is late on the track, and is not the basic for BTs and clusters. Past Auditing has to be repaired to the degree that it gets in the way of doing anything else on NED for OTs. If you tried to handle all the auditing there had ever been on the case you could go on forever. You may run into some BT who's been misaudited when doing later steps, but Repair of Past Auditing is done to a point where Pre-OT is happy with it, and it isn't getting in the road of NED for OTs. The danger of handling too much past auditing is cross-restimulation.)

Phenomena you are likely to encounter on Past Auditing step:

* Dormant BTs woken up by Dianetic or NED auditing.

* A Shell BT.

* Body itself being a "magnet" for BTs/clusters due to a dietary or mineral or vitamin deficiency.

* Misownership of pictures and of incidents.

* BTs in valences.

* Copying of current or recent stress or shocks,between session restimulation.

* BTs with Out-Int.

* BTs who are stuck ON

* BTs/clusters stuck down the track or out of PT.

* BTs/clusters jammed together by rough auditing or misdating

* BTs/clusters with an intention or goal opposed to auditing.

* Over-correction, i.e. what is being corrected on one is "uncorrecting" on another.

Cognitions or EPs encountered on Past Auditing step:

* Realization that pictures are BTs' or clusters' and not the Pre-OT's, with a confirmation of Pre-OT's State of Clear, and the clearing up of attendant mysteries.

* Relief from BPC and somatics.

* Realization like the S/W EP of "I'm not going to get any worse".

5. MASS MISTAKEN FOR THE MASS OF THE BODY

(The primary error a Pre-OT makes is in thinking that the mass or solidity or sensation he/she experiences is the body.)

The action taken on this step is to have the Pre-OT look at his body and spot masses that are not the body and blow these either by inspection, or by the various techniques.

Phenomena You are Likely to Encounter on this step:

* Facsimiles of a body or bodies superimposed over the body.

* An impaction of pictures.

* A BT with an overt on other BTs or cluster, e.g. having made them into a cluster.

* Getting misdirected by the picture or mass the BT puts up - the Pre-OT needs to be taught to shift attention from the picture or mass to the BT or cluster.

* BTs or clusters stuck on the surface, i.e. BTs who WENT ON.

* BTs who think they are a body or think they are necessary to the running of a body.

* Central core of BTs/clusters that other BTs and clusters are sticking to.

Cognitions or EPs Encountered on “False” Body step:

* Realization that the body is transparent or translucent to an OT and that the mass perceived is not the body.

* Somatic relief and lessening mass.

* False exterior perception caused by the Pre-OT’s attention being pulled out by BTs as they aredeparting.

* Realization that BTs think they are pinned to the body, but are actually pinned to other BTs and clusters.

* Body getting less tense and mass expanding and getting less rigid.

6. BTs/CLUSTERS BEING BODY PARTS

This step directly addresses BTs or clusters who are being body parts such as “a hand”, “a foot”, etc. The Pre-OT should be asked to look at a part of his body and see if it is solid and then blow the solidity by inspection or by various techniques. Body parts can be called off by the auditor and, those that read, handled.

Phenomena You are Likely to Encounter on this step:

* BTs and clusters being “a hand”, “a brain”, etc.

* BTs and clusters who think they can’t leave as they think they are indispensible to the functioning of the body.

* BTs and clusters being “negative” mass, invisible,being “model forms”, in the valence of body parts (i.e. terminals) and BTs/clusters being body conditions (i.e. unconsciousness, or a “broken leg”).

* BTs/clusters sitting on a nerve channel and shutting off perception or causing anaten, and BTs/clusters exuding anaten.

* Composite masses that need to be split up by using the “thetan hand” technique and then blown piece by piece.

* BTs/clusters being “a no hand” or “a no leg”.

* BTs/clusters holding other BTs and clusters in.

* Somatics caused by BTs and clusters locked together i.e. BT vs BT or cluster vs cluster.

* BTs/clusters being in the valence of anything.

* BTs/clusters going into the valence of a person in PT.

* BTs/clusters holding other BTs/clusters in front as a shield.

* PTS BTs who have had one SP in common - over several lifetimes.

* BTs/clusters transferred from another person to Pre-OT’s body, e.g. BTs from his grandmother, etc.

* BTs/clusters being an illness or aberration or an accident (Pneumonia, wound, car wreck, etc. - they are also in the valence of a picture of it).

* BTs/clusters being significances (tired, anemesis, etc.).

* BTs/clusters being ideas or identities that are ideas (a Christian Scientist, insanity, “go to town”, etc.).

* Plural identity (an “us”).

* One that thinks it’s many, and many who think they’re one.

Cognitions or EPs Encountered on “Body Parts” step:

* Less pressure and restimulation, becoming more noticeable at session end and from one session end to another.

* Blows getting easier and faster.

*	Looks like the number is infinite and you'll never get rid of them as they just keep popping up but realizing that it isn't really this way and that progress is being made.

*	A case change of Extroverted Attention, i.e. Pre-OT's attention extroverted and on the environment.

7.	BTs/CLUSTERS ON OR AROUND THE BODY

This step is run generally with the Pre-OT finding and blowing BTs and clusters as he encounters them. This includes BTs and clusters that are on the body, inches from the body, feet from the body, yards from the body, or way off - all of these in which the auditor is interested are connected to and are influencing the body. One is not interested in other people's BTs or clusters but only those directly influencing the Pre-OT's body. Because the Pre-OT's "attention distance" has increased by the time you get to this step, this is relatively easy to do. The auditor of course is not interested in using this one Pre-OT to clear the planet but should not object too strenuously if the Pre-OT engages in some side actions that do not directly concern him, but realize that this is not this step or any other step. Care must be taken to ensure that only one mass or area or category is restimulated and fully handled before activating another. The caution from OT III pack about not using too wide an attention span applies here.

Phenomena You are Likely to Encounter on this step:

*	Misidentified BTs and clusters who have copied each others' incidents and implants.

*	BTs/clusters switched in time (misconception).

*	BTs/clusters switched in location (misconception).

*	Remote BTs, i.e. stuck on another person or in another location where Pre-OT's attention is fixed or drawn to.

*	BTs/clusters with "something that isn't there".

*	Multiple masses creating somatics.

*	Invisible, Secret, and Hiding BTs and clusters.

*	Hypnotized BTs and somnolent BTs and clusters.

*	BTs mocking up things they think they area.

*	Old Between Lives areas, remote implant stations of the past.

*	BTs/clusters who, being stuck in the past and look-forward, think they are looking at the future.

Cognitions or EPs Encountered on this step:

* Body getting lighter, more relaxed and more in control. Much less mass around.

* Realization that BTs/clusters were causing body shape distortions and that body is “moving back into position”.

8. GENERALLY SPOTTING AND BLOWING BTs AND CLUSTERS

This step consists of having Pre-OT locate and blow any BT or clusters that are visible or perceivable, including handling any BTs or clusters restimulated.

This is based on the old maxim that “If you get enough charge off . . . or if you keep on getting charge off, you will make case gain and an entrance to the case will show up”.

You are likely to encounter any of the phenomena or manifestations of BTs and clusters. There is a general cyclic pattern of encountering BTs/clusters that are hard to blow or that are holding other BTs/clusters,followed by a series of easy blows, then the same pattern repeats over and over.

9. REMNANT RIDGES (PARTIALLY BLOWN RIDGES, CLUSTERS)

There is a mechanism of a BT or cluster making a ridge,then another BT or cluster comes along and sticks to the ridge. You blow the BT or cluster who made the ridge first, then a remnant of the ridge remains containing BTs who stuck in it and are now keeping it there and you have to blow these off too - they generally blow easily. Another example of this is a BT being a pole trap. Another BT comes along and sticks to the pole trap. You first blow the BT being the pole trap and then you have to blow the BT who stuck to it.

The auditor has the Pre-OT look for old ridges, remnants of ridges and masses, and completes handling these to fully blown.

Phenomena You are Likely to Encounter on this Step:

* BTs/clusters left stuck in the ridge or picture that was mocked up by another BT or cluster.

* BTs/clusters being objects in another BT’s or cluster’s pictures. Such a picture is hard to blow unless you recognize that the picture is composed of BTs being the parts of the picture.

* “Hard core” BTs and clusters that are very hard to blow.

* BTs/clusters with Out-Int.

* BTs/clusters with stuck flows.

* BTs stuck on the inside of a ridge who tried to blow but get caught by the ridge. When you blow the ridge you find a lot of BTs blowing out from under the ridge.

*	BTs and clusters being ridges.

*	Apparent inert masses that behave like ridges and have to be brought to life with a "Hello - OK" technique.

*	Two BTs pushing so hard against each other that each one thinks that it's blocked by a ridge and to blow the ridge you have to blow the two BTs.

Cognitions or EPs Encountered on this step:

*	Body distortions clearing up.

*	Cognition of "I am well".

10. FLOW ASSESSMENT RECALL PROCESS

This process handles BTs and clusters with very stuck flows. It is run per the HCOB on it, to its EP.

Phenomena You are Likely to Encounter on this step:

*	BTs/clusters unable to move on the time track because time itself becomes a stuck flow forward to them.
*	BTs/clusters who dive down the time track on a time stuck flow basis.

*	BTs/clusters who suddenly pop into view as they were in Revivs down the time track and weren't even in sight (which is what gives the Pre-OT theidea that it's endless).

*	BTs/clusters (masses) who appear to be in PT (whose pressures are in PT) but who are really way down the track and who need only a small jerk, given by the Pre-OT, to unstick them from the track.

*	The erroneous idea of the Pre-OT that he is in the past because he is being influenced by BTs and clusters that actually are in the past.

*	Fear of the future which is really a protest bringing about the apparency of being stuck on he time track and that the time flow can actually stick someone.

11. GENERALLY ADDRESSING THE BODY WITH NED FOR OTs

The auditor now has the Pre-OT look at the body and in particular any somatic area or area of chronic somatics.

Phenomena You are Likely to Encounter on this step:

*	False body parts, i.e. a false leg (BT or cluster being a false leg).

*	BTs/clusters transferred from another person who had such a physical

condition, or BTs or clusters who copied such a condition.

* BTs/clusters stuck in drugs or painkillers or anaesthetics used or taken in the body area.

* Very small BTs that come up to tremendous size before blowing, some with concept of "negative" space.

* Heavy mass, unresponsive or inert BTs/clusters.

* BTs stuck in body beingnesses, both body parts and body conditions.

* BTs/clusters who are "making a body".

* Identityless BTs/clusters.

* BTs/clusters that are Dead, that think they're Mest, that think they are molecules or planets.

* A cluster causing a dislocated bone or trying to break a bone or spine, plus, the BTs or clusters being the damaged body part and holding onto the damage or copying it.

* BTs/clusters who are being broken legs, misformed arms, cancer, damaged brains, or other non-optimum body parts or conditions.

* BTs or clusters operating on a refusal to make pictures - the negative of obsessively mocking up.

Cognitions or EPs Encountered on this step:

* Extroversion EP for Session and F/Ning TA.

* Awareness that anything perceived as mass or somatic in the body is not the body, but comes from BTs/clusters.

* Cognition re mocking up pictures due to loss of memory.

* Actual Exterior perception of Pre-OT increasing.

* Case change of reaching into body and finding nothing there (i.e. in an area of body), and it being clean for the first time.
* A cognition of personal identity - much more intense than previously.

12. SPECIFICALLY ADDRESSING CHRONIC SOMATIC AREAS OF BODY

This is a more specific address to any area of chronic or recurring somatic. Some chronic somatics depart very fast and don't return. These are almost miracle in nature. Other chronic somatics gradually lessen and can disappear in the course of the whole Rundown. So don't despair if you don't get an instant alleviation of the chronic somatic but just keep on with the Rundown and don't specialize in chronic somatics. Also be very cheered up when you

hit an instant disappearance of one. Both conditions can exist in the same Pre-OT on different chronic somatics.

Phenomena You are Likely to Encounter on this step:

* An Aura - which is a whole package of BTs and clusters formed into the shape of a body and aura with other BTs and clusters stuck in it.

* Very heavy anaten holding clusters glued together.

* BTs and clusters in other parts of the body affecting the somatic area.

* BTs and clusters in a very suppressed or compressed state that blow up to huge size and mass and surround and go through the whole body.

** BTs and clusters behind, or on the other side of, or inside , bones or organs, or on the other side of a ridge - these are very likely to be missed as one wouldn't think to look there.

* Nulls or unresponsive BTs/clusters that are totally out of communication and need to be put into Comm by running "Hellos and OKs" on them.

* A BT or cluster believing he is his own picture - or someone else's.

* BTs or clusters being "negatives" - i.e. a "no ___________" like a "no stomach", etc., these come about from intentions to obliterate and probably are the root of sickness.

* The manifestation of Pre-OT trying to look at or into a body part or area and a mass or ridge kicking in, between the Pre-OT and the area.

Cognitions or EPs Encountered on this step:

* Cognition "I can do anything any other being can do".

* Lot of somatic blows, and the first real gain on the somatic area.

13. MASS THAT KICKS IN WHEN PRE-OT TRIES TO LOOK TOWARD OR INTO AN AREA OF THE BODY

Such a mass can be quite severe and can knock the Pre-OT anaten. As it is BT or cluster mass and prevents perception, it must be handled in order for the Pre-OT to be able to see or reach into the body. The auditor gets the Pre-OT to look and then handles the mass that kicks in until it is fully cleared up, then has the Pre-OT look or reach into his body again, and then clears up the next mass that kicks in, and so on, until he can reach into the area of the body.

Then you clean up that area of the body fully, and the Pre-OT will be able to reach further into the body. As each successive area of the body is cleaned up and becomes transparent his reach is further extended toward the ideal scene of a body that is transparent to the OT and does not impede his perception or control.

Phenomena You are Likely to Encounter on this step:

* Any or all of the previous phenomena.

* BTs outside of and at a distance from the body putting mass on the body.

* BTs and clusters that are so inert that they have to be thrown off physically - plus you also have to throw away the "arms" you threw them off with.
(NB: This difficulty in blowing off BTs has also been caused by a deficiency of Vit Bl and/or insufficient rest.)

* BTs/clusters who apparently had Out-Int but didn't,they had copied other BTs who had had Out- Int.

* BTs and clusters who supposed they were being pulled in but weren't, they had just concluded that they were.

* BTs being a damaged body part and because they were being damaged couldn't do anything about it.

Cognitions or EPs Encountered on this step:

* Ability to look cleanly into areas of the body that couldn't be reached into cleanly before.

14. CLEANING THE BODY OF BT/CLUSTER MASSES

The Pre-OT now works on cleaning up the body of BT/cluster masses, one area at a time, until each is clean andtransparent to his perception. Each of the various techniques given in the materials are used as needed to blow these BT/cluster masses. You may in some instances have to have the Pre-OT handle BTs Dianetically running them back through a chain of incidents. This can be complex with 3 or 4 BTs and chains crossed.

It is very dicey to run engrams on BTs as, although they may have one mutual one, each one has an earlier chain for it that is different than that of the others in the cluster, so you limit the action to the mutual incident they have in common. Scn Grades O-IV can be run on a BT but this would not be usual as the BTs we're dealing with in NED for OTs are below that.

When the Pre-OT has a transparent body and a clear area around it to some distance (barring perception of other people's difficulties) and when he realized he is alive and very much himself the EP of NED for OTs has been reached.

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NED for OTs Series 28

C O N F I D E N T I A L

STUCK FLOWS, THE GENUS OF A BT

You'll get a lot of blows early on the Rundown when the Pre-OT realizes it's not his body he's looking at, but ridges composed of BTs and clusters, in the shape of his body. Then you get into more hard core ones, they're on such a stuck flow they can't blow.

Out-Int could be the genus of a BT and Out-Int would have to precede a cluster. If Int were out each BT would start identifying into each other's pictures. When a flow is run too long in one direction it will jam up and stick, then it can snap back the other way, e.g. he gets overrun on "going out of things", the flow jams and he snaps back "in", and stays in. There are actually two stages of Int:

(a) Overrun "get out of";

(b) The stage of "go in" before "go out".

Of course this is a misconception too, as how can a thetan be in anyway.

What forces him to do it is the vector flow line. The flow of "going out" gets overrun, sticks, then flips back on itself and he "goes in", (and stays in). It's the overrun flow reversing on him that jams him in. His think on it is like "I'm so tired of going out, so I'll stay in". That's his think, but what sticks him in is the overrun flow of "going out", the flow jams and reverses.

There's also a misconception of someone being told he's out when he's in and being told he's in when he's out. And there's having pictures of being out when in and pictures of being in when out. A misconception that they are where their picture is.

What you have run into is a hard core of BTs with Int so badly out you have a hard

time blowing them. Finding the earliest time they "went in" works mechanically, but it must be based on some postulate or idea that what comes later is made by the earlier. The mechanism of an overrun flow sticking and then snapping back in reverse is based on agreement with some set of physical universe laws which are misconceptions.

HYPNOTISM

Maybe Out-Int and a hypnotic condition align. An overrun flow eventually winds up with unconsciousness, and that would wind up to hypnotism. Hypnotism is the state of being under the duress of another's command. BTs are so suggestible and mock up things, they'd have to be hypnotized. It's an artificial state brought about by drugs, shock or being under the misconception that they are hypnotized. How do you wake them up? One way is to count 4, 3, 2, 1 and snap your fingers. A short cut is simply to tell them to "wake up". Or you can ask him "How do you wake up?" - BT answers, you do it,and BT wakes up and blows. One of the techniques from hypnotism is to ask the person how to wake them up, e.g. "How do you wake up?", BT says "Snore", so you make a snoring noise, BT wakes up. This works on people or BTs in a hypnotic state. They can be hypnotized by a shock or explosion and then stay in a somnolent state. Part of the anaten you encounter is their state of unconsciousness.

STUCK FLOWS

Out-Int is prior to a cluster. They identify into each other's pictures and "become one". So you have Out-Int as a condition for BTs and clusters.

The first condition would be making pictures in the first place. The Book One reason for pictures is that they are a safe way to live without thinking - you don't have to think, just act on reaction. It's putting an ability onto a machine. (Maybe what started the current wave of disassociation is that these people are living in a TV (stuck flow) and computer age - even kids at schools have electronic calculators.) Why they make pictures is basically loss. There are large periods on the track when there was no universe or environment and pictures are havingness. Some verse or environment and pictures are havingness. Some thetans think "No pictures" equates to "no memory". Mocking up pictures is inability to recall - when they lose memories, they then mock up pictures. Somebody mocking up pictures is identityless, so they're more likely to becoming BTs or becoming part of a cluster. They become identityless and then go into false identities. Destruction of memory is actually caused by misownership of experience.

On NED for OTs you get lots of blows, then you run into these hard core BTs that are hard to blow. They have stuck flows, and it's a matter of how to unstick a flow. One way to unstick a flow is to reverse the flow. These BTs are hung up on stuck flows of "out" and "in". They think they're up against another thetan and actually it's their own stuck flows that stick them. Flows can stick both ways, you'd only be able to run a process one direction for a short while before it would stick.

One way of destimulating is to tell them "Come up to present time!" There's a stuck flow of moving along the time track with time. It becomes a stuck flow of moving forward on the time track and one day they move backwards and stick on the track - the stuck flow reversed. That might be why NED works - it moves them back down the track, reversing the stuck flow of time. Moving back on the track is something they haven't done and it's

undoing the stuck flow. More than anything we are dealing with stuck flow phenomena, not pictures or anything else.

Another stuck flow phenomenon is reduced awareness, they go anaten and into a hypnotic trance state - maybe out-Int and hypnotic condition align.

A stuck flow is what you're up against in NED for OTs. And that is the genus of a BT, and that's what a BT is, a stuck flow. So any NED for OTs auditor is going to run into stuck flows. The impact or explosion that forms a cluster is the precipitation - the stuck flow is the predisposition . These BTs already had stuck flows and are predisposed to becoming a cluster, the sudden shock or impact precipitates it and they become a cluster.

There's a special trick of blowing BTs by doing an effort-postulate action - go a little bit earlier and they blow through later. All you have to do is give them a little jerk down the time track and they will spring up the time track, as you have unlocked the stuck time flow. A Pre-OT doing this will find it very handy.

It has now been proven by the Flow Assessment Recall process that Int is stuck flows, and it is the prior stuck-flow.

They can try to outflow against an inflow, but that's what a ridge is. The Flow Assessment Recall process will tear up ridges that couldn't blow, it handles BTs that are so stuck they can't blow. It is run by outflow, inflow and "no flow" on Quad flows. You have to run "no flow" as that's the way a lot of BT's are. And the past is a no flow - the past doesn't flow, and they're stuck in the past.

STEPS OF FLOW ASSESSMENT RECALL PROCESS

1. Clear the word "flow" and clear each of the Quad flows (F1, F2,F3, F0) and ensure that Pre-OT understands the direction of each flow.

2. Clear inflow, outflow and no flow .

3. Clear the flows on the Assessment Sheet.

4. This is targetted with the attention directed at one cluster, with a very narrow attention beam otherwise you will have every BT in the body going batty. It's very narrow atten tion at one small part of the body. It doesn't take very long if your attention beam is narrow. If the attention beam is too wide he will go mad. For example, "the face","the chest". This assessment has got to be directed at the same area and don't shift the area until you get a BD and F/N.

5. Assessment.

   As you are dealing with BTs, you will get better meter reads if the Pre-OT calls the assessment lines. The auditor notes the reads. Put the name of the body part being addressed on the Assessment Sheet. The word "Recall" is not used in the assessment. Just the flow.

6. Take the largest reading line and have the Pre-OT run "Recall (assessed item), on

BTs telepathically. This will produce reads and an sBD or BD and F/N. It is not run past the first sBD or BD or it will overrun and start jumping into another flow. At first sBD or BD F/N, you cease running the process and indicate the F/N.

7. Reassess the Assessment Sheet and run the next largest reading line by Recall process. Continue to reassess and run the largest reading line. Over and over and over. It will eventually go into an F/Ning assessment.

NOTES ON PROCESS

If you get an sBD or BD during the assessment take that line and run it by "Recall - do not continue through the assessment as you have a BDing item.

If you get a BD F/N on assessment, don't run that line by "Recall____________" as it will just overrun. There was a blow on that line. Indicate the F/N, then continue assessing for next line to run.

Later in the assessment the Sensitivity will have to be raised way up to pick up reads. And you run any slightest read even if only a Tick or Stop.

If during assessment or during the process the TA suddenly drops (BDs) into an F/Ning TA, you don't continue that session. Don't continue to assess, or ask another auditing question. Just simply indicate the F/Ning TA and end off the session. Take up the assessment tomorrow - it may just F/N, or you may get further reads to run. But do not continue the assessment or process past a sudden BD to F/Ning TA.

The EP is when you can't get any more reads with Sensitivity cranked up and you just get an F/Ning assessment.

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Attachment

FLOW ASSESSMENT SHEET

____
(Body Part)

______________________________ ______________________
(Pre-OT name) (Date)

F0 INFLOW

F0 OUTFLOW

F1 OUTFLOW

F1 INFLOW

F2 INFLOW

F2 OUTFLOW

F3 INFLOW

F3 OUTFLOW

NO FLOW ON F0

NO FLOW ON F1

NO FLOW ON F2

NO FLOW ON F3

NO FLOW ON F2

NO FLOW ON F3

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NED for OTs Series 29

C O N F I D E N T I A L

REST POINTS

While it is not desirable to end off any major RD or pgm before it is completed, for practical purposes when public are getting audited at an AO or Flag, they may not be able to complete the whole of NED for OTs RD due to economic reasons or time available. In such an instance their auditing can be safely ended on any rest point on the Pgm or Checklist; such as one of the minor EPs of the RD, on any major win for the Pre-OT, or on completion of a Checklist (Pgm) Step.

Such a Pre-OT must be told that the full NED for OTs RD is not complete, and told not to receive other auditing. And a return date set up for when the Pre-OT will return to the Org to complete the RD.

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C O N F I D E N T I A L

PROGRAM DEPARTURES

As with any major grade or RD, there should not be any departures from the Pgm. This is especially true on any powerful RD such as this one. It would be completely forbidden to go off Pgm on NED for OTs and run something else. By something else is meant grades, or part of another RD, or some other type of auditing. This hasn't been done but the consequences would be disastrous. This is mentioned to ensure that no one ever does this. There is the exception of a Touch Assist or a Contact Assist but never a Dianetic Assist for sure.

Q AND A

You can start handling a somatic and make the mistake of leaving it incomplete. You can also make a mistake on mass One and it goes over into mass Two. This gives a general rule:

NEVER GET MORE THAN ONE MASS OR CATEGORY ACTIVE, AND ALWAYS COMPLETE TO AN EP THE MASS OR CATEGORY STARTED BEFORE GOING ON TO ANOTHER MASS OR CATEGORY.

HAVINGNESS

Don't run Havingness during the RD, it beefs BTs up and makes them tougher to blow.

BTs and clusters are packed in tight in a total non-confront. What a guy can't confront, he is either obsessively having, or the opposite - he has a Can't Have on it. BTs are in Can't Have, Waste, or below, they don't respond to HAVE, they mostly respond to BE.

Allergies are based on Can't Have and Waste, and BTs are in a total Can't Have, so NED for OTs properly run will probably cure some allergies.

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NED for OTs Series 31

C O N F I D E N T I A L

THE THETAN HAND TECHNIQUE

There's another process of getting rid of BTs and clusters. It is not always that magnificient but it is sometimes functional.

What you do is mock up a "thetan hand" and using the edge of it as a sort of knife, you pass it between the body and black masses and sever them off. These masses are attached to the body by strings or lines or suction cups or beams. You sever the line or string holding them to the body. Sometimes the mocked up hand departs with them, because after all it was mocked up and it would of course vanish.

COMPOSITE MASSES AND LAYERED CLUSTERS

You use this technique - the "thetan hand" - to separate ridges and masses, or to split up opposite masses. Two or more ridges may be jammed together into a mass, sometimes there are layers upon layers of clusters. Pass the "thetan hand" between them, between two ridges, or masses or layer of clusters to sever the connection and split them up into separate pieces, which can then be blown, one piece at a time.

COMPLETELY UNRESPONSIVE MASSES

Sometimes you will encounter a mass that is so inert that it won't even come into communication with "Hello and OK". Such masses may have to be thrown off physically, using a mocked up hand. The Pre-OT simply takes the mass and physically throws it off. And then throws away the mocked up hand too - so there is no connection or line back to the body. This has been referred to as the "yo-heave" technique, and while it isn't particularly of benefit to BTs and clusters, it is a way of getting rid of a completely unresponsive mass when all else fails. Such unresponsive masses are not that common. Most commonly, any difficulties in blowing BTs and clusters come from (a) over-restimulaton due to too long a session, (b) overrun session EP (F/N TA), (c) lack of sleep or tiredness of the Pre-OT, or (d) a deficiency of Calcium or Vitamin B1. Those are the most common reasons for difficulty and are easily remedied.

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NED for OTs Series 32

C O N F I D E N T I A L

CHRONIC SOMATICS, MISSED BTs

If a chronic somatic doesn't resolve there are missed BTs and clusters causing it. There are several ways in which BTs and clusters can be missed or overlooked. First of all is by the Pre-OT thinking that the mass he perceives is the body when it actually is the mass of BTs and clusters.

Next there is the BT or cluster producing a somatic in another part of the body, or influencing another part of the body. Have the Pre-OT trace back from the picture or somatic to the BT or cluster. The Pre-OT can do this even though the BTs and clusters are generally confused about whose picture is whose. As the Pre-OT looks for where the BT or cluster is the meter will read and the auditor can steer the Pre-OT and help him find the position in the body of that BT or cluster.

Some BTs and clusters are hiding, secretive, being invisible, hidden or withdrawn. Ask the Pre-OT to look for BTs and clusters in each of these categories and blow them. Be sure to complete handling one category before taking up another category or you'll get over-restimulation and a beef up.

Then there is the BT or cluster holding other BTs and clusters in or one BT or cluster holding other BTs or clusters compressed or suppressed. Handle the BT or cluster doing this first, then the others will blow off easily. When a very small mass is activated it will increase insize before blowing - there can be a thousand or two BTs in such a mass and sometimes these explode apart as they blow. Although the mass becomes very heavy when it is activated, it's not a big BT, it's a lot of little BTs, under suppression.

You can run into a cluster causing damage to the body, and after blowing this cluster, you then look for and handle other BTs and clusters who were copying it, or stuck in pictures of the damaged area and held in it or holding onto it.

There are BTs and clusters who are refusing to make pictures, as well as BTs and clusters obsessively making pictures. These need to be looked for and handled.

Some BTs and clusters are being inert masses and don't seem to respond until put into communication and could be missed unless the Pre-OT were asked to look for BTs and clusters being inert masses; BTs and clusters being dead or who think they are dead; being MEST; being molecules.

The Pre-OT may think he/she has an aura. An aura actually is a collection of BTs and

clusters mocking up the aura - and sticking in it - as it is a highly electronic mock up. It is being mocked up by BTs and clusters and has BTs and clusters sticking in it. You may encounter something like a whole person - body and BTs and clusters that were suppressed down to nothing - you contact it as a very small mass and it increases in size to a whole body and aura, complete with BTs and clusters mocking it up and sticking in it. But that's what an aura is - a collection of BTs and clusters and that's all it is.

Very small dense masses. These when activated can increase to huge size and mass knocking the Pre-OT anaten, sometimes for quite a long period of time. As the anaten comes off, the mass will start to disintegrate. The anaten is the "glue" that holds them together and when the anaten runs out, the BTs and clusters will blow off easily.

The Pre-OT can work on cleaning out a body part or area of BTs and clusters and get the area looking clean. Then you have the Pre-OT look <u>inside</u> or <u>behind</u> or on the <u>other side</u> of bones or organs or ridges in the area to find BTs and clusters. Unless you have the Pre-OT look <u>inside</u> or <u>behind</u> or on the <u>other side</u> ,these would be missed or overlooked. In one instance a somatic didn't start to resolve until this action was done.

BTs and clusters can be <u>conditions</u> (as different from being a terminal) - conditions that they associate with the body - whatever the body can do, e.g. a being who was being "unconsciousness". So have the Pre-OT look for BTs or clusters being <u>body conditions</u>.

A BT or cluster can believe that he is his own picture - or somebody else's picture for that matter. A picture that is hard to blow is probably composed of BTs and clusters being the objects in the picture, e.g. a picture of a field with a tree and a cow in it. The tree is a being being a tree, there's a being being a cow and a being being a field. Together these beings compose the picture. Or you could have one being being a pole trap and another thetan who came along and stuck to the pole trap. So if a picture is hard to blow, check for BTs and clusters being the objects of which the picture is composed. And when you have blown the original beings also blow off any who stuck to it.

Phrases such as "a man of my kidney", "got no spine", "got to have spine", "no stomach for it", confuse BTs and clusters in those body parts and play a role in pinning them in. You may run into such phrases or cliches when asking the What? Who? questions. Just acknowledge and repeat the What? Who? question.

Probably the root of sickness or psychosomatics is in negative beingnesses. BTs and clusters being the negative of a body part, such as "a no hand" or "a no stomach", "a no body", etc. When you ask the What? Who? questions you'll run into answers such as "no hand", then it will flip to the positive "hand", before blowing. These negatives come about from intentions to obliterate - so they become a "no ________". They tend to act as a negative terminal to a positive terminal and thus keep things pinned down. After you've cleaned up a somatic area of all BTs and clusters in it and being it and hidden "behind", have the Pre-OT look for these negative beingnesses.

Some chronic somatics depart very fast and don't return. These are almost miracle in nature. Other chronic somatics gradually lessen and can disappear in the course of the whole Rundown. So don't despair if you don't get an instant alleviation of the chronic somatic but just keep on with the Rundown and don't specialize in chronic somatics. Also be very cheered up when you hit an instant disappearance of one. Both conditions can exist in the same Pre-OT on different chronic somatics.

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PERIMETER MASSES

Later on the NED for OTs Rundown you will run into a phenomenon where the Pre-OT has been limiting his attention to masses on or in the body, and not putting his attention out on the perimeter.

The Pre-OT in shifting his wavelength of attention down to the wavelength of BTs and clusters, will end up getting a wavelength shift down to theirs.

ATTRACTION OF ATTENTION

By putting attention on them, you activate them. But this will wind up with the Pre-OT being pulled down to their wavelength. The trick is to put your attention on the outer perimeter, and find something inside it, not put your attention on the something. You try to put your attention on the perimeter and your attention gets pulled into a somatic area - it's BTs and clusters pulling your attention into them.

They are invisible and are trying to get attention. They have an impossible problem of trying to get attention, but can't get attention. Only their mass, or their creating a somatic would get attention. It's almost as if pictures are a trick to get attention. This factor of trying to get attention is why a thetan goes into mass. This is an explanation for life, and why a thetan picks up a body. The reason why acknowledgement works is because an acknowledgement is attention.

This is attraction of attention. You try to put your attention on Point A - it is pulled back to a BT or cluster. It's a contest of trying to put your attention on the actual body, and their magnetic pull of attention onto themselves.

There is also a factor of "negative attention" - they don't want attention on them and knock you unconscious if you put attention on them.

A way to handle is to move such BTs and cluster back to the first time they wanted attention and they blow.

PUTTING ATTENTION OUT TO PERIMETER

Have the Pre-OT put his attention outward to the perimeter, or “look” toward the outer perimeter and the Pre-OT will find something inside the perimeter and you have the Pre-OT blow it off. You will by doing this encounter black mass and you can start quite a mass commotion. Have the Pre-OT look further than the perimeter of the body and he will find masses out there pushing in on the body. Handle these masses with the “What are you?”, ack, “Who are you?” technique and they blow.

Practically all somatics respond this way - the BT or cluster out there is keeping a bone or the body in a state of distortion.

BTs or clusters can turn on a kind of “fluid” which is painful when it touches the body, it’s not that they are in an incident that has that somatic, they exude this “fluid” and when it hits the body it’s painful.

If you lift your attention beam and put it out, they’ll tend to follow your attention beam, and sometimes come halfway out. If the Pre-OT’s body is up against a solid object, the BTs and clusters can get stuck in the object (suck as a chair).

The idea is to have the Pre-OT look out to the perimeter, or past the perimeter and contact masses out there, that are pushing in on the body. blow these off with the “What are you?”, ack, “Who are you?” technique.

It is really remarkable how well this works!

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C O N F I D E N T I A L

THE SEQUENCE FOR HANDLING A PHYSICAL CONDITION

There is a definite sequence for handling a physical condition. All steps must be done in this sequence to fully handle the condition:

1. The item

2. The body part

3. Illness (of the body part)

4. Cures for illness

5. Protest of cures for the illness

6. The body part(again)

7. The item(again)

8. The period of illness on it (Cluster-making incident)

Step One - The Item

The item producing the physical condition. This could be “dust” as an irritant. Or “poison”, “bad food”, “paint fumes”, etc.

The item is handled by finding and blowing off BTs and clusters who are:

(a) being the item

(b) resisting the item

The item will then cease to read.

Step Two - The Body Part

The body part affected by the item. E.g. for the item "dust" the body part was "lungs". For "poison" or "bad food" the body part could be "stomach".

On this step you handle BTs being the body part, i.e. being "lungs". This includes the negative of BTs being "a no body part" such as "no lungs". And BTs and clusters stuck in and on the body part, or area of the body, or affecting the body part or area. When all such BTs and clusters are handled, the body part will no longer read.

Step Three - Illness

The next action is to handle illnesses of the body part(i.e. BTs and clusters being "sick lungs" or being a condition of an illness or disease or the body part.) "Illness of body part" will cease to read.

Step Four - Cures for Illness

You will now find BTs and clusters being cures for illnesses of the body part. Handle all such BTs and clusters by blowing them off. "Cures for Illness" will then cease to read.

Step Five - Protest of Cures for the Illness

You will now find BTs and clusters protesting cures for the illness. Blow all these off and "Protest of cures for the Illness" will cease to read.

Step Six - Body Part

You will find that the original body part will now be reading again. You handle all BTs and clusters, on or in or being the body part, until they're all handled and the body part just F/Ns.

Step Seven - Item

Now the original item (from Step One) will be reading again and so you blow off all BTs and clusters on the item. This includes BTs and clusters with engrams on the item, BTs and clusters who have been run on the item when they didn't have that item (i.e. wrong item for them), and BTs and clusters who copied it. You may even encounter BTs who went Clear, and thought they had engrams on it when they didn't.

Step Eight - Illness On It

There are periods of time when the person had the physical condition, sometimes years of illness, (which due to mutual shared experience of the illness), made a cluster. This is the period of the illness or physical condition as a cluster-making incident. These are BTs and clusters who were not actually connected with the item, or illness themselves, but were made into a cluster and added on, due to the period of illness which they experienced.

The above are the full steps and sequence for handling a physical condition or

illness. If not done fully or omitted, the condition will recur. So all steps must be fully done in that sequence.

On each step of this sequence the BTs and clusters are handled with the various techniques given for blowing them - the Valence Technique is the most usual and effective method.

The item for Step One is found by asking the PreOT for what caused or produced the condition. It will most likely be the first item given by the PreOT. Be alert for getting into listing or getting an out-list. If so the most likely error is that it was the first item on the list, and this item was invalidated by going past it, or by over-listing past it, or the item was found and audited previously but not fully handled resulting in the item being suppressed or invalidated.

The steps are repeated here in short form for auditor use:

1. The item
2. The body part
3. Illness (of the body part)
4. Cures for Illness
5. Protest of cures for the illness
6. The body part (again)
7. The item (again)
8. The period of illness on it (Cluster-making incident)

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C O N F I D E N T I A L

NOTES ON PTS

There are BTs who were PTS to successive persons; they went from one person to another, e.g. BT went from Pre-OT's grandfather, to Pre-PT's mother, to Pre-OT. So the Pre-OT now has BTs who were PTS to mother and grandfather. And the Pre-OT was in contact with these BTs when they were on mother, and earlier in the Pre-OT's life when the BTs were on grandfather. This transfer of BTs to successive family members causes a genetic misidentification - it convinces BTs that they are genetic.

There are also BTs who went PTS to a person that they were PTS to in an earlier life or lives. They run into the same person in this lifetime and go into restim.

When a person gets sick there is usually a PTS terminal to be found at the bottom of it. But the PTSness may be that of a BT or cluster which then hits the pc.

Now if you went on listing this BT or cluster you would find one for sure. But it is not the PTS terminal for all of the BTs in the custer so when you finish you will have indicated the wrong PTS terminal and will have hung the remainder of the cluster with a wrong item which they will then dramatize. So don't list a BT or cluster by L & N. What you do is ask them who or what they are PTS to at which time you will probably get a blow of some of them. Then you indicate to those that didn't blow that it is a wrong item for the rest of them. You will either get the cluster blown with these two steps or the rest of them will blow by other NED for OTs processes.

When running NED for OTs you will sometimes encounter the phenomenon of Pre-OT's attention fixed on or drawn to a remote point, and the Pre-OT can blow off the BT or cluster in that remote location that is drawing his attention. If the remote point is a person the Pre-OT is PTS to, you could expect an amazing change of the remote person where he or she now tries to restore communication with the Pre-OT or ends the conflict or problem. This is the phenomenon of the SP now making things right with the PTS person being handled, and is the same EP as is encountered on the New Vitality Rundown and on PTS-Problems handling when it is done fully to EP. It's not that you are trying to handle PTSness with NED for OTs, but in such an instance as described above you can expect the same EP to occur.

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NED for OTs Series 36

C O N F I D E N T I A L

ROCKSLAMS

An R/S means there's an Ev Purp per HCOB 10 Aug 76 ROCKSLAMS, WHAT THEY MEAN. On a Clear or above, any R/S comes from an R/Sing BT or cluster, who has and is dramatizing an Ev Purp. The handling is to locate the BT or cluster and blow it off. An R/S will probably go right down to the basic of a cumulative cluster. You would locate the offending cluster and Date/Locate down to the basic and blow the clusters and BTs off. Clusters can be pretty vicious and you get an R/Ser at the bottom of the cluster. I've even encountered a cluster that made a profession out of killing patients in hospitals - the doctors would wonder why a patient was fine and then all of a sudden take a turn for the worse and die.

Full "NED for OTs" is essential for the terminated handling of R/Ses on a Clear or above.

Very few BTs and clusters are vicious or vengeful, most are benign, but an R/S will go down to the basic incident of a cluster dramatizing or being an Ev Purp. These will usually be wildly out of valence and have horrendous overts and crimes down the track.

To handle R/Ses, you take the statement originally reported to be R/Sing and find the position in the body of the BT or cluster connected with that R/S statement. You'll turn it back on again if you locate the position where that thing was - the R/S will come on. It's a combination of position (in the body) and the statement. Having found the BT or cluster or cumulative cluster who R/Sed, you handle it right on down to fully blown. And handle andy copies. Do this for eadh R/S statement.

A major case change will occur on blowing off R/Sing BTs and clusters who have been ruining the Pre-OT's life and the lives of those around him.

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C O N F I D E N T I A L

COLLECTIVE IDENTITIES

By Collective Identity is meant an identity as a plural or generality; e.g. "I'm the army" or "I'm us". There is no personal identity.

Christian Science asserts that "All is mind, infinite mind" - that's a collective identity and will make a BT or cluster being a Christian Scientist very hard to blow.

This is the reason a cluster doesn't blow, a cluster has the wrong item "us", without personal identity. So the technique of "What are you?","Who are you?" runs into trouble when you get a totally general zealot identity of "I'm the army", or "I'm Christian Scientist", "I'm us", and you don't get a blow. If you keep asking "Who?" you just get a repeat answer "us", and these collective identities won't give a blow.

There's an implant on the track on the subject of "We are all one", "All is one". Someone stuck in this actually goes from the generality of "All is one" and then individuates from that! That's actually the basic definition of individuation (as different from individuality).

A thetan who is "dead" acts like a cluster - there's nobody running the show - and his manifestations are those of a cluster. This is the Socialist, everyone belongs to "The State", individualism is negated, it's all "The People".

TV, Drugs and Socialism are the factors that are bringing about the current deterioration of society, and with these three you can predict a super break up. You get NCG cases, or subtle NCG cases (these make only minor gain), they are a collective mass. The speed of effect of auditing would go up after an Ethics Repair List and Criminality Rundown because on the Criminality Rundown you'll get a "de-mutualization". If you have a TV and Drug culture and enter in a Welfare State you'll get this. In Communism a peron is severely punished if he shows any individuality.

There are crime waves after waves which are due to a super association with Death. Then guys have seen so much Death, they consider themselves dead. It isn't that they're taught to kill, it's that by association with Death, they have become "dead" and irresponsible.

Therefore as a rule, while engaging in any collective, social or organizational activity, you have to foster individuality.

The collective identity as an answer from a BT or cluster will not produce a blow, because it is a wrong item.

WRONG ITEMS

You can always get a read on "Wrong item?" because all items are wrong - any name or identity (except "me") is a wrong item.

When you've just corrected a list and you want to make sure you've got the right item, you ask if it's the correct item and it will be. If you then ask if it's and incorrect item, it will read! Because all items (except "me") will read as wrong items. This explains how the What? Who? technique works. You ask "What?" and the answer they give you is the wrong item, you ask "Who?" and they give you the right item ("me") and blow. They go Clear on getting the right item!

REPEATING ANSWER

When you encounter a repeating answer from a BT or cluster on "What?", "Who?" they won't blow, as they keep giving a wrong item. One way to handle would be using the "Yo-heave" technique of resorting to throwing them off physically. That is a "when all else fails".

There is a mechanism which works whereby you can handle the repeating answer. Instead of acking "Who?" again, you ask "What were you before you became that?" - they say "me" - and blow.

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C O N F I D E N T I A L

BASIC FEAR

There are two fundamental things that all beings have in common.

One is that they are sure they will become worse, go down scale. That is the one thing thetans are really certain of.

The other is there are two things they are afraid they will become (and are certain they will become), cells and molecules.

You will encounter the above in handling BTs and clusters on NED for OTs.

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MORE ON DIANETIC CHAIN ERRORS

BTs and clusters who have been run on Dianetic chains, may have to be taken apart by assessing and handling an L3RF. But you only indicate the line that reads, and must not engage in running engrams. Sometimes there will be three or four different chains all tangled up and you have to sort these out. You can also get a kind of linear chain or "time track" composed of a wrong item that was run and jumped from one BT to another and formed them into a sort of false "linear track".

Handle the L3RF Method 3, as you will find there are often more than one BT or cluster who have what the L3RF line states, wrong with them.

Another reason for BTs run Dianetically failing to blow, is when they were run on what appeared to be a motivator chain, it was really an overt chain, and when this is straightened out and handled as an overt chain, they blow.

Because you after all are handling several BTs when you handle a cluster, Dianetics may have operated differently on the different BTs in the cluster. Therefore it may be necessary to run the L3RF several times on the same auditing session as they will have different reasons why they got hung up.

You could also do a C/S 53RL on a BT.

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C O N F I D E N T I A L

AUDITOR ROLE

The auditor is there to help the PreOT blow BTs and clusters. On OT III repairs the PreOT when audited is usually a relay point from the auditor to the BT. On NED for OTs the PreOT is becoming more and more OT and actually does most of the auditing of BTs and clusters. The auditor should only act in the session to keep the PreOT working on blowing BTs and clusters. And should not act in the session when the PreOT is working. Done right this is the easiest auditing there is. Only if the PreOT runs into a difficult BT or cluster does the auditor act and then only as needed to get it sorted out.

The auditor needs to keep a sharp eye on the meter and must be proficient at handling a very loose needle at high Sensitivity, as he will need to do this to get reads, especially later in the Rundown.

During the Rundown F/Ns become more frequent to a point where the needle is F/Ning most of the time, reads and BDs to F/N when the PreOT blows a BT or cluster. As these are often several blows in succession the auditor shouldn't interrupt the PreOT with questions or F/N indications. (It would be impossible to indicate all the F/Ns anyway, especially later in the Rundown.) What's more important is indicating where the charge is, sometimes steering the PreOT by meter read to where the BT is located in the body or sorting out whether it's a single BT, a cluster, a cumulative cluster, etc.

The auditor should inform the PreOT of what is reading and use the meter reads to help PreOT identify and find masses. Never let the PreOT try to answer an unreading question or to look for a BT or cluster that isn't reading. Tell him when the TA is F/Ning or he may overrun. The F/N is unimportant and should not be indicated unless you're running ruds.

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C O N F I D E N T I A L

HANDLING BTs MESSED UP ON OT III

On OT III the PreOT is Clear but running engrams, and where he made a mistake on one of these, he'd get messsed up. In some instances the rule of "no engram running on a clear" is violated on OT III.

If BTs and clusters who were messed up on running OT III are not repaired, the PreOT on NED for OTs can run into despair, mystery and get into an on and on and on grind on it. This has to be repaired at the beginning of NED for OTs and may have to be returned to later in the Pgm.

Unblown BTs or clusters, or BTs and clusters messsed up on OT III, are sometimes at a distance of 6 - 8 - 10 feet out from the body. This is a perimeter you wouldn't normally think to handle. They blew out to this perimeter and stuck there.

Up until now PreOTs on Solo OT III didn't have the data on "earlier Incident I", and "earlier universe" and you will find misses on this which will be picked up by doing an LDN OT IIIRB.

There will also be engram errors made in Solo OT III, which are repaired by assessing an L3RF on the BT or cluster and indicating the reading line.

EXAMPLES OF ERRORS

A BT who had no incident (Inc II or Inc I) and tried to run someone else's;

A BT who tried to run someone else's and didn't run his own;

A BT who thinks he is an Inc I;

A BT who thinks he is an Inc II;

A BT who thinks he is a picture; (some BTs will mock up or become whatever is suggested - hence you get a recurrency of picture due to copying).

A BT who didn't have any engram and tried to run someone else's;

A BT who went Clear and tried to run other people's incidents;

A BT with an earlier Inc I (or Inc Is);

A BT with an earlier universe(s);

The incident was erased and was run more, mocked up by those who didn't have it, and were told to go earlier, resulting in misownership;

A later similar incident mistaken for the same incident;

A wrong indication such as thinking or indicating it's a cluster when it's really a BT - causing it to go black;

BTs or clusters who tried to blow but hung up against other BTs or clusters or ridges or bones.

A cumulative cluster for which the original (basic) incident was never found.

HANDLING

The above are to be handled in Step 4 of the Rundown (HCOB 1 Nov 78, Issue II, NED for OTs Series 27) as additional steps, given below, or at any later point in the Rundown when encountered. A special list has been made up of the above which may be used. The danger of using the list is that you may get several in restim. So if you get a read on the list handle it, and handle the right one.

Addition to Step 4:

Step 4h) LDN OT IIIRB

Step 4i) "A BT or cluster messed up in running OT III?"

If this reads, locate the BT or cluster and assess the NED for OTs "Repair List for Errors in Running OT III", and find what the error was. And blow the BT or cluster,if he doesn't blow on indication, by completing the OT III action. Also NED for OTs techniques may be used if this does not seem to resolve it.

After handling many of these you will get a sudden series of blows as the barrier holding them has been removed.

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C O N F I D E N T I A L

REPAIR LIST FOR ERRORS IN OT III

This list is used to repair and blow BTs or clusters messed up in running OT III. The danger of using this list is that you may get several in restim. So if you get a read on the list handle it, and handle the right one.

INSTRUCTIONS

A. "A BT or cluster messed up in running OT III?" (If this reads do B below. If no read, check "Suppressed?" and "Invalidated?")

B. Pre-OT finds the BT or cluster by position in, on or around (outside) the body. (Same BT or cluster that read in A above and same meter read.)

C. Assess down this list with Pre-OT's attention on that BT or cluster, until you get a read, and indicate the reading line.

D. If no blow on indication, complete the OT III action, to blow of the BT or cluster.

E. If no blow on D above, or you can't complete the OT III action on that same BT or cluster, continue to assess down this Repair List to next reading line, as therecould have been more than one error. Handle per Steps C and D. (NB: You should check "Suppressed?" and "Invalidated?" on "Earlier Inc I" and "Earlier Universe?" if no read on either.)

F. When BT or cluster blown, return to Step A and handle per Steps B - E. Repeat this sequence A - E until Step A no longer reads and just F/Ns on the question.

CAUTIONS

After handling a BT or cluster do not recheck or repeat the Repair list line, as doing so would invalidate the fact that you have handled it, and would restimulate others, cause others to mock up (copy) what was just handled. Only question A is rechecked.

Be sure to handle fully to blow the same BT or cluster you started with, and do not restimulate others, or jump from one BT or cluster to another.

You could use other NED for OTs techniques, (such as "What? Who?' or "Jolting the BT a bit earlier"), if the above Steps A - E do not resolve it. You will find that most blow either on indication of the error or on completing the OT III action. "Earlier Inc I" (sometimes several earlier) or "Earlier Universe" most commonly are the reason and produce blows.

REPAIR LIST FOR ERRORS IN RUNNING OT III

1. AN EARLIER INC I? ___________
2. AN EARLIER UNIVERSE? ___________
3. A BT WHO HAD NO INCIDENT II AND TRIED TO RUN SOMEONE ELSE'S? ___________
4. A BT WHO HAD NO INCIDENT I AND TRIED TO RUN SOMEONE ELSE'S? ___________
5. A BT WHO TRIED TO RUN SOMEONE ELSE'S AND DIDN'T RUN HIS OWN? ___________
6. A BT WHO THINKS HE IS AN INC I? ___________
7. A BT WHO THINKS HE IS AN INC II? ___________
8. A BT WHO THINKS HE IS A PICTURE? ___________
9. A BT WHO DIDN'T HAVE ANY ENGRAM AND TRIED TO RUN SOMEONE ELSE'S? ___________
10. A BT WHO WENT CLEAR AND TRIED TO RUN OTHER PEOPLE'S INCIDENTS? ___________
11. THE INCIDENTS WAS ERASED AND WAS RUN MORE AND MOCKED UP BY THOSE WHO DIDN'T HAVE IT? ___________
12. THE INCIDENT WAS ERASED AND TOLD TO GO EARLIER WHEN THERE WAS NONE? ___________
13. MISOWNERSHIP OF INCIDENT? ___________
14. A LATER SIMILAR INCIDENT MISTAKEN FOR THE SAME INCIDENT? ___________

15. SOMETHING LATER MISTAKEN FOR SOMETHING EARLIER ___________

16. DIDN'T GO BACK FAR ENOUGH AND JUST MOCKED IT UP TO RUN? ___________

17. DIDN'T GET THE RIGHT INCIDENT? ___________

18. STUCK IN AN IMAGINED INCIDENT OR PICTURE? ___________

19. DELUSION? ___________

20. SAW SOMEBODY ELSE'S INCIDENT OR PICTURE AND DIDN'T RUN HIS OWN? ___________

21. NEVER RAN HIS OWN INC II? ___________

22. NEVER RAN HIS OWN INC I? ___________

23. NEVER HAD AN INC II? ___________

24. NEVER HAD AN INC I? ___________

25. INTERRUPTED WHILE RUNNING INC II? ___________

26. INTERRUPTED WHILE RUNNING INC I? ___________

27. DIDN'T ERASE THE INCIDENT AND STILL TRYING TO RUN IT? ___________

28. AN UNRUN INC II THAT WAS IN RESTIM? ___________

29. AN UNRUN INC I THAT WAS IN RESTIM? ___________

30. DIDN'T HAVE AN INC I, AND INC II DIDN'T ERASE BECAUSE INC II HAS AN EARLIER SIMILAR INCIDENT ___________

31. JUST WATCHED OTHERS RUN INC I AND INC II AND DIDN'T RUN OWN? ___________

32. WENT CLEAR AND TRIED TO RUN OTHERS' INCIDENTS? ___________

33. JUMPED BTs? ___________

34. INCIDENT II WAS LEFT UNFLAT? ___________

35. INCIDENT I WAS LEFT UNFLAT? ___________

36. INCIDENT II WASN'T RUN? ___________

37. INCIDENT I WASN'T RUN? ___________

38. A WRONG INDICATION OF THINKING OR INDICATING IT'S A CLUSTER WHEN IT'S REALLY A BT? ___________

39. A WRONG INDICATION OF THINKING OR INDICATING IT'S A BT WHEN IT'S REALLY A CLUSTER? ___________

40. SOME OTHER WRONG INDICATION? ___________

41. TOLD SOMETHING DIDN'T READ? ___________

42. A BT OR CLUSTER WHO TRIED TO BLOW BUT HIT A BONE AND STUCK? ___________

43. A BT OR CLUSTER WHO TRIED TO BLOW BUT HIT A RIDGE AND STUCK? ___________

44. A BT OR CLUSTER WHO TRIED TO BLOW BUT HIT AN UNHANDLED BT OR CLUSTER? ___________

45. NO PLACE TO GO? ___________

46. CAN'T GO? ___________

47. MUST GO? ___________

48. A CUMULATIVE CLUSTER FOR WHICH THE ORIGINAL (BASIC) INCIDENT WAS NEVER FOUND? ___________

49. AN EARLIER INC I SUPPRESSED? ___________

50. AN EARLIER INCIDENT I INVALIDATED ___________

51. EARLIER UNIVERSE SUPPRESSED? ___________

52. EARLIER UNIVERSE INVALIDATED? ___________

53. RAN INTO AN IMPLANT THAT SAID THERE WAS MORE EARLIER UNIVERSES THAN THERE WERE? ___________

54. A BT OR CLUSTER WITH A WRONG ITEM OR OUT-LIST? (L4BRA) ___________

55. A BT OR CLUSTER WITH SOMETHING ELSE WRONG? (C/S 53 on that BT or cluster.) ___________

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NED for OTs Series 43

C O N F I D E N T I A L

(Amends and clarifies
NED for OTs Series 27
Ref: NED for OTs Series 41,42

Step 4 of the NED for OTs Rundown (Series 27) is subdivided into 9 actions (4A, 4B, 4C, 4D, 4E, 4F, 4G, 4H, 4I). The instruction to check interest only applies to Step 4F, (Repair of Past Auditing). All the other steps, (4A - 4E, 4F - 4I) are done without checking interest.

The usual rules of not running anything that doesn't read, and checking for false read or protest if the pc is not interested or protesty, apply to all steps.

ADDITIONAL ACTION

After running or handling any category, one should check whether this acted as a wrong item (or wrong indication) to other BTs to whom it did not apply, but only if there seems to be trouble.

Example 1: Auditor completes handling "BTs who went Clear and were audited on engrams". Auditor can then check "Did 'went Clear and then audited on engrams', act as a wrong item for other BTs to whom it did not apply?" and if reading indicates this was a wrong item to the others.

Example 2: Auditor completes handling "BTs audited past erasure". Then auditor can check "Did 'audited past erasure' act as a wrong item to other BTs?" And if reading, indicate.

If discomfort or lack of GIs seems to indicate trouble has occurred be sure to check if it has acted as a wrong item, however you can also use the Repair List (NED for OTs Series 24).

This pheonmenon of other BTs taking on a wrong item by copying what is run on other BTs tends to happen on any category or button being run. It happens to a far greater degree if an Overrun occurs, i.e. one goes on trying to handle the same category or button after it has been handled, and starts in on a new area of the body or new category using the same category or button that has just been handled.

Sometimes when using a category or button, a series of automatic blows will occur, you will get a floating TA, and this is the EP for that action and the EP for the session. Hence the rule of short sessioning on NED for OTs and ending off on a floating TA.

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NED for OTs Series 44

C O N F I D E N T I A L

WRONG ITEMS

(Refer HCOB 19 Nov 79)

The reason why a wrong item (L & N error) produces such a violent reaction is because it can key-in practically every BT in the body.

They're all sitting on a wrong item already - what they are being - and if you find a wrong item on an L & N list, it can give them all another wrong item on top of the wrong item each is being.

The L & N error is a wrong item for a very large number of BTs, hence the very heavy and violent reaction.

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NED for OTs Series 45

C O N F I D E N T I A L

PARTIALLY BLOWN BTs

(Ref: NED for OTs Series 16)

In HCOB 17 Sep 78, Issue II, NED for OTs Series 16, the phenomenon of partially blown BTs causing "Exterior visio" is described and the handling is given.

In addition to sometimes causing an apparency of exterior perception, partially blown BTs can cause a physical reaction of discomfort. Not having fully blown they react back against the body with energy or mass.

The reason why they only partially blow is because they are still mixed up in a mass with untouched, unaudited BTs that stick them. By having the Pre-OT reach out in front of the partially blown BTs with a question "Who are you?", the uncleared BT or BTs get handled. This may have to be repeated as the group of BTs may blow further out and hang up again. Simply keep putting the question "Who are you?" out in front of the BTs each time they hang up until they blow apart and clear fully and completely.

It is interesting that the mass sometimes flies apart like sparks way out there. It is at that moment the Pre-OT experiences a feeling of relaxation.

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NED for OTs Series 46

C O N F I D E N T I A L

BTs WITH MISUNDERSTOOD WORDS

I have discovered that BTs can have misunderstood words too!

The body's ear might hear one thing and the BT might hear something else entirely, direct. This results in Mis-U sounds and oral words. The BTs don't know what the person is saying, nor do they know what is being said to the person, due to these Mis-Us. And the person gets caught in the middle of this flow channel, experiencing the reaction to the BT's Mis-U. The usual reaction of the BTs is just to withdraw.

BTs can get Mis-Us from reading matter, foreign languages, and I have found BTs that don't speak English. Where it really goes wild is in auditing, where the BT has a Mis-U on the auditing command or question. They would then answer the auditing question wrong to themselves, causing a case hang up right there.

There is also a basic consideration that the Dead would not understand anything anyway.

This phenomenon of BT's Mis-Us explains why some try to communicate with pictures.

Since this can cause a case to hang fire in auditing you need to know about this and to check for a Mis-U in the auditing command or question, remembering that it could be a BT's Mis-U and not necessarily the Pre-OT's Mis-U. So auditors and C/Ses are alerted to this as a possible reason for a case to hang fire. The remedy is to repair the situation, by checking for Mis-Us in the commands or auditing questions, and handling BTs hung up in these.

As a rundown you would take these up by categories and fully handle them as follows. But this as a rundown comes later on in NED for OTs.

1. Clear with the Pre-OT the idea of communicating with BTs by concept, not with words. The Pre-OT may have to learn this trick of communicating conceptually. Clear the words "concept", "idea", "thought", "spoken words", "written words", "picture". Then clear theidea of communicating conceptually. You may have to do a little drill with the person by getting him/her to think a simple thought, such as "It's a nice day", without verbalizing it or thinking in words or pictures. You could have the person think the thought conceptually, then think it with words, then conceptually, then with words.

Or even think the thought while saying different words or gobble-dy-gook. Don't overdo this, it is just to get the Pre-OT to a point where he can communicate to a BT conceptually.

2. Assess through these categories until you get a read:

   "A BT with a Mis-U..........

   in auditing commands?

   in auditing questions?

   in spoken words?

   in reading matter?

   in entertainment?

   in study?

   in English?

   in foreign languages?

   symbol?

   sound?

3. Have the Pre-OT locate where the BT is in relationship to the body.

4. Blow the BT by usual NED for OTs techniques (What? Who?), remembering that the Pre-OT must ask these questions (and receive the answers to them) conceptually, so as to avoid Mis-U words in this communication.

5. Check for any other BT within this category and handle as above, until there are no more BTs with Mis-Us in this category.

6. Continue down the assessment in #2 above until you get a read and handle as above, and so on.

7. When you have completed the categories given above, make a final check for any other BT with a Mis-U, and handle before leaving this Rundown.

This discovery shows the importance of clearing words used in auditing questions and commands, and the importance of clearing Mis-U words in general. And of course the fact that these Mis-Us may be a BT's Mis-Us rather than the person's own Mis-Us, will dispel any mystery about why one can run into Mis-U word phenomena when one knows the word himself. But don't let this make you any less alert for words the Pre-OT may have misunderstood in auditing questions or commands, and be sure to clear these.

These BTs with Mis-Us are easily handled by use of the trick of communicating with them conceptually, rather than with words.

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NED for OTs Series 47

C O N F I D E N T I A L

VALENCE TECHNIQUE ADDITION

References:

HCOB 17 SEP 78 I	NOTs Series 7, VALENCES
HCOB 19 NOV 78	L & N LISTS - THE ITEM "ME"
HCOB 9 FEB 79 II	NOTs Series 44, WRONG ITEMS
HCOB 1 AUG 68	THE LAWS OF LISTING AND NULLING
HCOB 17 MAR 74	TWC, USING WRONG QUESTIONS
HCOB 11 APR 77	LIST ERRORS, CORRECTION OF

LISTING FOR THE ITEM

(Warning: All HCOBs and material on Listing Errors apply to this procedure.)

Step One of the NOTs Valence Technique, "What are you?", is a listing question. It is asked to find the valence the BT or cluster is stuck in (obsessively being), thereby shifting the BT or cluster out of that valence.

Sometimes a BT or cluster will answer at first with a wrong item or items. Then there won't be any valence shift, nor will there be any blow. Finding the correct item (the valence the BT or cluster is obsessively being), will shift the BT or cluster out of that valence, and remaining steps of acknowledging the item, and asking "Who are you?" will produce the cognition: "I'm me", and it will blow.

The correct item in answer to the question: "What are you?" will read. If there is no read on the first item, one has to list from the BT or cluster to get a reading item. It is often a 6 or 10 item list (but could be shorter, including the first item on the list). The following examples are given to show what such a list could look like. The items in these examples and the size of reads shown, are not for reference but are purely by way of illustration.

Example 1:

" What are you?"

A leaf
A tree
A tree trunk
A branch
A twig
A broken limb LF - F/N (The item)

Example 2:

" What are you?"

A sword
An arena
A crowd
A wild animal
A lion
Dust
Blood
A dying man
A gladiator F - F/N (The item)

Example 3:

" What are you?"

A brain LFBD - F/N (The item)

Example 4:

" What are you?"

There is no answer from the BT or cluster.

The technique used here is to run "Hello and Okay" (See HCOB 17 SEP 78 Issue I NOTs Series 7, page 4) on the BT or cluster.

When it is answering up, then proceed as above in other examples. (Note: BTs or clusters occasionally blow on "Hello and Okay".)

AFTER GETTING THE ITEM, ALWAYS ACKNOWLEDGE IT.

Sometimes it is necessary to acknowledge the item in order to get an F/N, sometimes the acknowledgement broadens the F/N, but the acknowledgement step must not be omitted.

RELAY OF COMMANDS AND ANSWERS

The auditor has to indoctrinate the PreOT to relay the auditing question to the BT or cluster, and to relay the answer from the BT or cluster to the auditor. (Otherwise the auditor wouldn't know what item the BT gave in answer to"What are you?", nor would the auditor know whether it was a reading item.) The auditor is responsible for the communication in the session and for control of the session.

VALENCE LISTING TECHNIQUE STEPS

1. " Where is the BT (or cluster)? "

The auditor has the PreOT locate where the BT or cluster is by position in relation to the body. The auditor notes the area named by the PreOT and whether it reads. Do not let the PreOT go looking for additional new areas until the reading area is fully handled.

2. " What are you? "

The auditor has the PreOT ask the BT or cluster the question, and relay the answer(s) to the auditor. The auditor writes these down and notes any read. If the first item does not read the auditor has the PreOT continue to ask the question and relay the items to the auditor, until there is a reading item, and must not go past it.

3. Acknowledgement

The PreOT acknowledges it.

4. " Who are you? "

The PreOT asks the BT "Who are you?", it cognites "I'm me" and blows.

(But if there is no blow, or if there are BTs, at once suspect that a wrong item was found, and correct it to the right item. Complete the steps to a blow.)

WARNING

There is a danger here of finding a wrong item, underlisting or overlisting. Wrong items and list errors recoil heavily on a case. BTs and clusters in their lowered awareness are very susceptible to suggestion, and tend to copy obsessively. Thus it is very essential that one does not leave any BT or cluster with a wrong item or out-list.

Auditors and C/Ses are alerted to watch for any sudden decline of the case when this listing action has been done, and to at once suspect and handle any out-list/wrong item.

Despite the danger of listing errors, it will be necessary to use this technique of listing for the item, at some point on any case being audited on NED for OTs, since BTs and clusters often begin by giving wrong items in answer to the question: "What are you?". However, a good auditor can be trained to L & N successfully and get the right item. The indicators of a wrong item (see Laws of L & N) are very obvious, both to the auditor and C/S, and bring about a dramatic case resurgence when spotted and corrected.

HANDLING A WRONG ITEM

Immediately when the PreOTs GIs go out or BIs appear in the session the auditor must check for"A wrong item?","An out-list?", and handle. Find where the BT or cluster with the wrong item or out-list is by position in relation to the body, and find and correct the wrong item/out-list on that BT or cluster. After locating and indicating the wrong item or list BPC,\always\follow through and find the right item, and continue the steps of the Valence Technique until the BT or cluster blows. There may be more than one BT or cluster with a wrong item or out-list, so it is essential to locate the BT or cluster by position in relation to the body.

After handling the BT or cluster to a blow, check your original question ("Wrong item?", "List error?") again to ensure there are no more BTs or clusters with a wrong item. Don't go on trying to repair wrong items when the question"Wrong item?"ceases to read or F/Ns, or you will start messing up BTs and clusters who did not have that wrong with them.

If difficulty is encountered in repairing a list error, it could be sitting on an earlier out-list or wrong item on that BT or cluster.

An L4BRA can be used to repair a wrong item or out-list on a BT or cluster, but if so the list must be used Method 3, and care used to find the BT or cluster by position, and to handle each BT or cluster encountered to blow.

POSSIBLE ERRORS

Errors that could possibly be made and could be anticipated on this technique are:

(a) The auditor missing the read on the first item and causing overlisting,

(b) Listing past the first reading item (overlisting),

(c) Leaving a BT or cluster with a wrong item,

(d) Leaving a BT or cluster not blown or only partially blown,

(e) Going past an F/N on listing (bypassing the item),

(f) Leaving the list incomplete,

(g) Jumping from one BT or cluster to another without completing the first one started,

(h) Overworking the question”Wrong item?”and trying to repair other BTs who didn’t have that wrong with them.

(Remember that all items are wrong to some degree, as the only really right item is”Me”.)

These possible errors could even be assessed if need be.

OK TO AUDIT OR C/S

It is called to attention that the March 66 HCO PLs on High Crime Policy apply to this issue and its references, which must be High Crimed by any auditor or C/S before using them.

FLUB, CRAM, RETREAD SYSTEM

The materials of L & N are covered on Class IV, so there is no excuse for an auditor to flub L & N, nor to be ignorant of the Laws of L & N.

The Flub, Cram, Retread System means that on the first auditor flub he goes to Cramming on the materials flubbed, one more flub on these materials and he goes to Retread. It is a system put in at Flag to ensure that there were no failures on FCCIs with new internes auditing in the HGC. It is a proven workable system. It is imperative, mandatory, that the Flub, Cram, Retread System be used on this listing technique on NED for OTs, and no C/S, Cramming Officer, nor Tech/Qual executive may get reasonable about this, nor allow any persuasion or pressure to undermine or counter this system.

Despite the liability to the pc if flubbed, actions such as L & N, L & N Repair, and Dating/ Locating, are actually easy to do correctly, produce spectacular results when done right, and are sometimes necessary auditing techniques. So don’t get reasonable about demanding that these actions be done correctly. Their success depends on the auditor’s TRs, metering, no misunderstoods and thorough grasp of the materials.

IT IS THEREFORE MADE A COMM EV OFFENCE NOT TO USE THE FLUB, CRAM, RETREAD SYSTEM ON THIS NOTs LISTING TECHNIQUE, AND IT IS ALSO COMM EV-ABLE TO DECRY OR COUNTER THIS SYSTEM.

Should an auditor flub again after Retread he or she goes to full Retrain from the bottom up per C/S Series 84.

Most auditors are keen to audit well, and learn their materials and produce miracles as a matter of course. If they do not, then their MUs, False Data must be cleaned up, and the materials thoroughly restudied so that they will get the expected excellent results from standard application of the Tech.

Another factor on flubby auditors is that sometimes an auditor (or C/S) will dramatize the same out-tech on pcs that exists on his/her own case. Therefore the attention of the C/S or Senior C/S is called to this point, and the case of a flubbing Tech/Qual person should be checked for out-tech and if there is any get it corrected in addition to the Cramming or Retread action. (Lest this paragraph be misconstrued it does not change policy in any way, and"case on post"is\not\an extenuating circumstance in any Justice action, nor may it be used as an excuse for any failure to know and apply the Tech; besides, to plead"case"as an excuse would be beneath contempt for any professional auditor, C/S, supervisor, etc.)

Then in addition to cleaning up any out-tech found on that person's case, handle the auditor and C/S who flubbed and didn't handle it, too.

If despite the above handlings the same person persists in repeating the same errors, then you are up against a case situation described in HCOB 8 MAR 62 THE BAD"AUDITOR", and HCOB 15 MAR 62 SUPPRESSORS, and such a person must be removed from Tech/Qual lines for the sake of others. This label should not be assigned lightly, and the supervisors of such a student and their seniors must be named as Interested Parties to the Comm Ev which would look into WIAC PL outnesses, graduating an overt product, failure to use Study Tech and Student Corrective Actions.

SUMMARY

Very often, especially early on the NOTs program, BTs and clusters will blow on inspection, or on finding where the BT or cluster is, or before the steps of the Valence Technique have been done. One must mot seek to carry on auditing a BT after it has blown, as this would result in other BTs and clusters copying and misidentifying themselves with the blown BT.

Many BTs blow very easily. Sometimes after handling one BT or cluster, you will get a series of easy rapid blows, or even a repetitive or automatic blow. These points are covered in earlier NED for OTs issues, and are not changed by anything in this issue.

This refinement in the Valence Technique will enable you to handle and blow BTs and clusters with more accuracy and rapidity. And there are some BTs that wouldn't have blown otherwise, that this listing step will handle.

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NED for OTs Series 49

C O N F I D E N T I A L

ACKNOWLEDGING THE "ME" ANSWER

(Ref: NOTs Series 7, VALENCES
NOTs Series 47, VALENCE TECHNIQUE
ADDITION)

The HCOB gives an additional step to the NOTs Valence Technique, and a further clarification of each of the steps of this technique.

The new step consists of "acknowledging the "me" answer". Doing so can guarantee a blow.

A lot of the time there is nothing there to acknowledge because it has already blown. Most of the time this isn't needed, but when used it does prevent a hang-up when the BT hasn't gone. So its actual value is the fact that it can guarantee a blow.

(By the way, you can call one back and acknowledge it, but don't get into that. This is mentioned simply because it is possible to call them back.)

THE FULL STEPS OF THE VALENCE TECHNIQUE

0. Identifying what you are going to handle.

Although this is strictly speaking not part of the Valence Technique, one has to start

off by finding a BT or cluster that you are going to blow with the NOTs Valence Technique. This zero step then consists of whatever action one is on, such as Rudiments, a NOTs Program Step, Repair List or whatever, that uncovers a reading charge that one identifies as a BT or cluster. Having found a reading charge one has to identify what that charge is coming from, i.e. a BT or a cluster (and less commonly, "a BT that thinks it's a cluster", or "a cluster that thinks it's a BT").

This step varies depending on what Program step or category you are working on. E.g. on Program Step #17, "Mass Mistaken For the Mass of the Body", you ask the Pre-OT to "Look over the body and tell me if there is any mass." or "...any massy body part or area?", or "...any area of the body that is solid?". When you get a reading area of mass, you then need to identify what this is, i.e. "Is it a BT?", "Is it a cluster?".

On Step #18, "BTs Being Body Parts", you have the Pre-OT look over the various parts of the body until you get a reading body part. Or, you call off various parts, i.e. "Head?", "Face?", "Neck?", "Inside?", "Outside?", etc. until you get a read. In this instance you have the position or area of the body where the BT or cluster is, but still need to identify it by asking: a BT?, a Cluster? (But note that in this instance as in the paragraph above, you have also found where the BT or Cluster is in relation to the body).

But if you are flying ruds, or handling a preparesd list, to start with all you have is a reading question. You then find\whose\charge it is, (per HCOB 20 Dec 79 AUDITING SOMEBODY UNDER CONSTANT AND CONTINUOUS PT STRESS and HCOB 22 Dec 79 FLYING RUDS AT OT III AND ABOVE) by asking: "Is it yours?", "a BT's?, "a cluster's?" or , "Is it also __________'s?". This action identifies what you have found and are now going to handle.

This is really a preliminary step to the Valence Technique in which you are (a) finding something to run, and (b) identifying what you have found. You are establishing whether it is "a BT", "a cluster", maybe "several BTs", or even "more than one cluster", (in the case of a plural, the Pre-OT would need to be told to limit his attention to one of these, so you can handle one at a time.)

Having found a charge and identified what it is, you now can move into the Valence Technique to blow that BT or cluster (unless it has already blown by this point, which is quite often so, many blow by inspection, especially if the Pre-OT is running cleanly and rapidly).

1. "<u>Where is the BT (or cluster)?</u>"

The auditor has the Pre-OT locate where the BT or cluster is by position in relation to the body. The auditor notes the area named by the Pre-OT and whether it reads. When the Pre-OT names the correct place it will read. Do not let the Pre-OT go on looking for additional new areas until the reading area is fully handled.

(As noted above under Step 0, you may have already located where the BT is, in which case you wouldn't then ask the Pre-OT to find where t is.)

The location of a BT or cluster is not always <u>in</u> the body, they can also be <u>on</u> the body, <u>outside</u> the body, even at some <u>distance from</u> the body.

Steps 0 and 1 are not rote. These steps are done to then enable the Pre-OT to limit

his attention span to the specific BT or cluster while asking the auditing question. Otherwise you could jump from BT to BT, restimulating other areas than that being worked on.

2. "What are you?"

(Note that any and all listing done follows the HCOB 1 Aug 68 THE LAWS OF LISTING AND NULLING. These have not changed just because they are being used in a different process. An auditor who does not know these should not attempt this step, and should master this HCOB before attemtping this step.)

The auditor has the Pre-OT ask the BT or cluster the question, and relay the answer to the auditor, who writes the answer down and notes whether it read. Only if the first item does not read, do you list further items. Very often the first answer reads and that is the item.

If the first item did not read, you've now got to ask him for another answer, and you have got to make sure that it comes from that exact spot or area. You have got to make sure that he isn't shifting his attention all over his "left side", or you'd get the whole bank in that area alive. You could say: "Now, from that same spot, is there another answer? another? another?". And this is done only to the first reading item. You might have to verify it: "Is that (answer) from the same spot?".

This is why you establish where the BT or cluster is located in Step 1, as you can then ensure that the Pre-OT limits his attention to, and directs the auditing question to, that exact spot. E.g. "Put your attention on the top of your left ear and ask "What are you?"

The auditor indicates the first reading item. (Don't forget that the PreOT can't see the meter, and the auditor must say what read, and must not let the Pre-OT overlist.) You indicate the item by saying "Pc wording of the first reading item") is the item". Don't get sloppy and say "That's the item", as how does he know what you mean by "that"? If "catfish" was the item say, "Catfish is the item".

Normally, but not always, you will get an F/N on finding and indicating the item, but if you do not get an F/N here, you will on the next step.

(Warning: On this step remember that you may have already received the answer in Step 0 or Step 1. BTs and clusters may not be aware of the fact that they are living beings and may not release any charge at all on "BT" or "cluster". But when you ask where they are, you may have gotten an answer to what they are being, simply by asking for body locations. This is not common, but not uncommon either: you asked if the BT was on his foot and you got a big read. In this What step you might have trouble getting a reading item and might miss the fact that you already had the reading item for his What step in "foot". The BT was being a foot and you discovered it by accident without recognizing it, so if you have any trouble with the What step, one of the first things to check is whether or not a "What" already read on asking for the "Where" on Step 0 or Step 1. If you suspect this, put the named body part that read on the list and check it out as part of the list. You won't have to do this often, but you better know about it.)

3. Acknowledgement

The auditor has the Pre-OT acknowledge the item. This is very important (see

NOTs Series 7).

Even if you got an F/N on the previous step, you still acknowledge and you will broaden the F/N. And if you didn't get an F/N previously, you will on acknowledging the item. And you'll quite often get a blow on this step.

4. "Who are you?"

Now we have to remember that it is the same spot again and we ask, "Who are you?", and we don't feed them the answer. They sometimes comm lag (don't get impatient with the comm lag), sometimes it's a few seconds comm lag, and then you get the answer. You may have to repeat the question. The "Me" answer will normally LFBD, and if that LFBD isn't very marked, you make sure you do the next step of acknowledging the "Me" answer. In any event you could still acknowledge, but if the LFBD was pronounced the probability is that he's gone.

Now there is a special condition you can run into on the "Who are you?" question if the BT answers with a significance or identity answer. This is covered in NOTs Series 7. But if this continues, suspect that you may have gotten a wrong item on the "What are you?" question, or that the Pre-OT has used too broad an attention span or let his attention wander to other areas and he is getting answers from other BTs or Clusters.

5. Acknowledgement

The auditor has the PreOT acknowledge the BT's "Me"answer. This action can guarantee a blow.

Now if this acknowledgement produces another read then we know it guaranteed a blow. Sometimes you get another LFBD on the acknowledgement step, and sometimes you get a broadening of the F/N.

And that completes the steps of the NOTs Valence Technique.

CAUTIONS

Sometimes, quite often in fact, this short-circuits. You ask: "What are you?" and the guy says "Me" and blows. And sometimes you are patiently trying to go through all these steps and you get a series of blows. A blow or a series of blows can occur at any time during NOTs. You don't then continue the steps of this Technique, as that BT or cluster has gone! Sometimes a series of blows or an automatic blow will go into a Persistent F/N or a Floating Tone Arm and in either instance you would end off the session.

Also you can get repetitive blows if a case is running pretty clean, and you can get blows without BDs. There isn't much left on the charge and it isn't registering on the meter to amount to anything.

There is also the case of a "partial blow" and the description and handling for this is given in NOTs Series 45, HCOB 10 Feb 79 PARTIALLY BLOWN BTS.

On "Hello and OK" you sometimes get a blow. The BT or cluster doesn't answer up and you run "Hellos and OKs" repetitively to get it into comm. Rarely, it will suddenly

blow, and it would then be senseless to go on trying to run "Hello and OK" or anything else, as that one has gone.

Some auditors have been known to ask a pc if it blew, during the Valence Technique steps. Even nag the PreOT, "Did it blow?", "Has it gone?", "Still around?". This could be due to the auditor's unfamiliarity with his meter, and not recognizing a blow when he sees it occur on the meter. Or, possibly some may have confused another technique, Date/Locate, with this technique. You of course always Date to blow, and Locate to blow, and the auditor could get the idea that he should carry over Date/Locate technique into the Valence Technique.

It is very poor practice to ask the PreOT if it blew during NOTs Valence Technique. You could cause the BT or cluster to submerge or be suppressed, or you could invalidate a blow that did occur.

This doesn't mean that you can't ever ask if it blew. You could ask if it is "still around?" and a read would confirm that it is. But this type of question is asking for a missingness. It's no longer there. There's a large number of pcs that never see the blow, and it isn't something to see, because it's a missingness. This type of question can be difficult for the PreOT to answer, as there is now nothing there for him to perceive as it has gone. If the meter BD'd and F/Ned on the "Me" step, it would be idiocy to then ask if it blew, of course it did! But if your meter didn't tell you it blew, you could be in a quandary and have to solve that problem. But you wouldn't interrupt the Valence Technique to ask if it blew, and you wouldn't get into nagging the PreOT. You just follow on through your steps, and particularly if you had the PreOT ack the "Me" answer, then you got your blow alright. So this concern about whether the BT blew is misplaced.

These points are stated so that the auditor will understand what he is doing, why he is doing it, and what manifestation he can expect to occur, because these manifestations will occur. This technique is a very positive series of steps, and they go in that sequence. If these steps are done as given, you will get the result, and if departed from or if there is an error, you can definitely expect to get that manifestation too, i.e. too broad an attention span and you will get restim.

It is necessary that the auditor and C/S understand these points as this is not a technique that can be done rotely or robotically.

OT III TECHNIQUES

Sometimes you will need to use OT III techniques, especially when you run into a cluster. And it is effective, just like it always was. You sometimes get into a situation where you have an inert mass. You run some "Hellos and OKs" and it actually becomes less inert, but it is still a cluster. That condition can exist but it usually isn't untied with "Hello & OK". It's a cluster and it reads on cluster. Then it's your assessment for mutual incident, "Accident?, Illness?, Impact?, Injury?, etc.", you do the assessment of what is this thing. You get your mutual incident. Sometimes the cluster will explode apart or break up on the assessment alone. You found what was holding it together. Then you wouldn't try to Date/Locate it. You'd have the PreOT pick off individuals and run them on the Valence Technique. But if there was no disintegration of the cluster on finding the mutual incident, you'd carry right on and Date/Locate, Inc II and Inc Is (or NOTs Valence Technique).

Now there's a variation on mutual incidents. You can get a mutual incident that is current, contemporary, like he went PTS or something. Had a big ARC break or something. But it isn't as strenuous as a cluster-making incident. It's a sort of a lock. It isn't a mutual incident like an impact, injury, illness, accident, shock, etc. But a guy can run into a recent heavy upset or general charge of some kind, heavy stress, and you get the reaction described in HCOB 20 Dec 79 NOTs Series 48, under "Routine A". There you had a general total restim - it is actually a mutual incident as it happened to all of them - it's near PT though and they all copy it, and when you hit it you get a sudden BD and a relief. But you are not going to blow any BTs to amount to anything as it isn't a cluster-making incident. So you have to be able to differentiate between these two types of mutual incidents, the recent this life lock, and the heavy impact, injury, explosion type of mutual incident that forms a cluster. The cluster will resolve with the OT III, mutual incident, Date/Locate, Inc II and Inc Is routine. And that's why you start off on the NOTs course with a re-study and clear up any MUs on the OT III materials. I wouldn't do much date/locating on NOTs, and usually the cluster will break up into individuals on finding the mutual incident pinning them together. Very often you can blow a cluster with the NOTs Valence Technique, but you still have the assessment for what is holding the cluster together, and it is very useful.

The one that gives the most trouble is the cluster impacted with a cluster, impacted with a cluster - a Cumulative Cluster. You also have the handling for that in HCOB 25 Oct 69R CLUSTER FORMATION, CUMULATIVE. But some of these clusters can be pretty horrifying in character. I don't think this would give any trouble in NOTs though, and I think by the time he's gotten through OT III, handled all the individuals and available BTs and clusters he's got, that he may have blown these by then.

Regarding the insane, the probability is that a cluster is really dominated by one thetan who has "contaged" the rest of the cluster with some wild ideas - evil intentions. That's when you run into the R/Ser on NOTs. And you may get the intention come off, if so note it in the worksheets. I wouldn't do more with it than that. You're taking the cluster down to basic mutual incident and blowing it, so then it is gone anyway. But you may have to get off the evil intention if it doesn't just come flying off. The cluster could be held together by a mutual idea or evil intention received during an implant or heavy engram. In one instance an R/Sing cluster was listed for its evil intention, which successfully blew the cluster apart, and this could be done, but usually won't have to be resorted to. More commonly when handling a cluster, an R/Sing cluster, you can run into the phenomenon of evil intentions coming off voluntarily, and you will see a list starting up in the worksheets. This is called to your attention, so that you will recognize it if it occurs and take the list to its BD F/N item. That can happen, and an auditor should be able to recognize when a pc is listing and handle it as a list. XDN actually applies. The bulk of Rock Slammers are probably clusters, and probably it's one main BT in the cluster affecting the rest by wishing off his evil intention on them.

COPIES

Handling copies can be necessary, especially when you've taken apart a cluster. Or when you don't get a clean blow and suspect that some other BT is copying what you just ran or handled. But checking for copies can be easily over-worked, and as BTs are very suggestible, you could by nagging the PreOT on the subject of copies, start some BT or BTs copying. You certainly don't ask for copies after every BT you blow, or as a routine step in the Valence Technique. Some auditors have tended to do this, probably by

carrying Date/Locating technique over into the Valence Technique. In any case you only handle copies when indicated, and not as a rote every time question.

SOMATICS

The original research on somatics was done in the late '50's in Washington, and I found how a somatic comes about. It's based on the fact that one being by himself couldn't have a somatic. You have to have two beings to have a somatic. A cluster can have a somatic. You wouldn't ask a question for a BT with a somatic, that would be a wrong question and is based on a false datum, and is an out-tech question. You could have two or more BTs smashed together somehow producing a somatic, but you would have to take up each of these BTs individually to blow them.

But usually about the only time you will run into a somatic in NOTs is when there has been an error. A wrong item, or something of that sort. It may be that a somatic in NOTs is always an indicator of an error. It seems to be so. And the wise auditor on NOTs should be alerted to the probability of an error of some kind if the Pre-OT does turn on a somatic. You can easily and quickly check for an error in what you have just been running in the session, or use a NOTs Repair List to locate and handle the BPC.

UNDERSTANDING

It is very essential that NOTs auditors and C/Ses understand the NOTs materials, and don't try to insist on a rote set of questions or steps, as NOTs doesn't run well as a rote or robotic rundown. There are very exact steps and manifestations and sequences and you will get these everytime. Anytime there have been flubbed cases on NOTs these have traced to MU's on the part of the auditor and/or C/S. The NOTs course checksheet was specificially designed to prevent this with Supervisor meter checks for MU words frequently throughout the checksheet. But there was an instance of a student who "skipped" the MU word check by the Supervisor, which is a sure route to catastrophe. Any trouble on NOTs has traced back to failure to clear words misunderstood in either the OT III materials or in the NOTs materials. This gives the solution to any auditor or C/S troubles with NOTs. Clear the MU words, and re-study the materials so that you do understand and can apply them. It will certainly make your life as an auditor or C/S much easier, and will enable you to get the rave results that NOTs is known for routinely.

SOCIOLOGICAL IMPACT

Have you considered the sociological impact that you are having by auditing NOTs? You are turning free beings loose in torrents. This is bound to have an effect on society, especially when these start picking up bodies and turn up to join the team at their local org! You are not just auditing one pc at this level, you are churning out cleared beings in volume, and we will start seeing the results sooner or later on society in general. Maybe you have thought about this too, it's nice to recognize the good effects you are creating!

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HCO BULLETIN OF 30 JANUARY 1980

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NED for OTs Series 50

C O N F I D E N T I A L

NOTs OT DRUG RUNDOWN

(Ref: HCOB 29 Jan 80 THE OT DRUG RUNDOWN WHICH MUST BE STUDIED PRIOR TO STUDYING THIS HCOB.)

This issue adds to the OT III HCOB referenced above, and gives additional data and handlings which are limited to NOTs auditors and C/Ses, and which are for use on cases being audited on NOTs. (The OT III handlings of drugs can also be used on NOTs cases.)

As you know from NOTs data, BTs can be being anything. They can be being a particular drug, or being a drug picture or incident, or even an "acid trip" for example.

The way you would handle a NOTs case on drugs is similar in that you would first of all get the person through the Purification Rundown. A case already started on NOTs can be put onto the Purification RD without having been completed on NOTs, in fact, you may not be able to complete some cases without it. You do not have to take the case to a Rest Point. Just ensure that the case is not left incomplete (or messed up) on a specific action or category before starting the Purification RD. Then do not attempt to combine NOTs auditing with the Purification RD until it is completed.

Do not attempt to run Objective processes on a case during NOTs.

The caution of not asking for Drugs or Drug incidents generally also applies to NOTs auditing as such a question would result in a total restim.

What you can do is to add "Drugs" and "a BT being a drug", "a BT affected by drugs", "a BT being a drug trip", "a BT being a drug picture", into a prepared assessment or list.

You can check for a read on drugs on a specific BT or cluster, and then handle that

BT or cluster to a blow.

All of the data published on the subject of drugs and their effect in preventing case gain applies to BT's and cluster's cases.

Most commonly drugs have shown up on NOTs cases as either cluster-making incidents, or on individual BTs being the drug or affected by the drug, or copying other BT or cluster pictures of drugs.

Several cases who were stalled on NOTs or who were making minimal gain on NOTs have been resolved by handling drugs as described in this issue.

CASE HISTORIES

The following case histories (reported by FSO C/Ses), of case handlings done on NOTs Pre-OTs on drugs are limited to this issue as they contain NOTs techniques and data. These are additional case histories to those given in HCOB 29 Jan 80, THE OT DRUG RUNDOWN, (those cases were also piloted by NOTs auditors and C/Ses, but do not contain confidential NOTs data).

Case 1:

"Institutional case who had Sodium Pentathol as an anaethetic just prior to 'going nuts' and then being put in an institution".

"Running NOTs techniques on this drug, BTs stuck in this drug, BTs being this drug, BTs affected by this drug, turned the case sane."

Case 2:

"LSD some 200 times. Had so far refused any standard Sweat Out program. Case gain totally hung fire on his attempts to get the perception he had when he took LSD."

"From a GF 40 Expanded, drugs read heavily and his first gains from NOTs were acheived in handling cluster-making incidents from LSD trips, BTs/clusters stuck in LSD, being LSD, etc. This was run for approximately one intensive with Pre-OT interest. It didn't crack the case but some headway was made."

(The next action for this case is to get him onto and through the Purification RD, then the full NOTs OT Drug RD.)

Case 3:

"LSD 220 to 250 times, and alcohol and other heavy street drugs. He was at a point where he could hardly walk or articulate".

"Many cluster-making incidents on drugs, LSD, alcohol, were handled through the Rundown. Many were Reviv'd in past locations and some stuck there (i.e. physically)".

"He cognited and BD'd on disturbing a pocket of acid held down by a BT. BTs/ clusters restimulated by that were handled, then BTs/clusters stuck in drug trips and

copies of drug trips".

"He started recovering physically. Articulation handled and walking improved".

"On NOTs Series 34 handling of illness, alcohol was the item. His speech went back to normal after this - Pre-OT felt tremendous".

"Lots of charge blown on BTs/clusters stuck in hospital drug (ACTH). Result of less numb, more sensation".

"Later a NOTs Series 43 handling was done on alcohol, plus Date/Locate of a cumulative cluster on drugs. His responsibility increased and he was off on a persistent win for almost 2 weeks experiencing automatic/continuous blow phenomena in life".

"Lots of 'stuckness' on the case was tied up in drugs and alcohol. Case is currently doing very well on the Purification RD".

(Although the Purification RD would normally precede such drug handling in NOTs, this case was unable to walk or to talk due to paralysis and was considered incurable by the medicos.)

"There are also a number of Pre-OTs who have had NOTs Series 12 handlings on Drug RDs and some on drugs."

NOTs OT DRUG RD PGM

The NOTs OT Drug RD Program is the same program as the OT Drug RD (HCOB 29 Jan 80 THE OT DRUG RUNDOWN). It begins with the Purification RD, it has the same Steps #1 - 5. But the method of handling is by NOTs Valence Technique, rather than Inc II, Inc I. Assessment for mutal incident is the same, but individuals from a broken up cluster would be handled with NOTs Valence Technique.

The categories of: "a BT or cluster being (reading drug)", "a BT or cluster affected by (reading drug)", "a BT being a drug trip", "a BT being a drug picture", "a BT or cluster being (mis-emotion)", "a BT or cluster being (negative item)", should also be checked for on each reading drug taken up, and these categories may be assessed as part of a prepared list, and should be so assessed at the end of Step 5.

Step 6 is different and would consist of a NOTs Series 24 Repair List assessed and handled, to clean up any loose ends and polish off the case, before returning to the NOTs Advance Program.

ADMINISTRATION AND DELIVERY

The OT Drug Rd may not be audited on Pre-0Ts who have had any NOTs auditing,

these may only be run on the NOTs OT Drug RD.

Although the NOTs OT Drug RD is done by a NOTs auditor and NOTs C/S, these must be specially trained on the NOTs OT Drug RD and only interested, graduated NOTs auditors and C/Ses may be so trained. (These issues are not added to the ACS Courses, nor given to green NOTs auditors or C/Ses.)

The NOTs OT drug Rundown is not mixed in with the NOTs Advance Program, nor is it to be bit and pieced with NOTs, nor given as a blur along with NOTs. It is its own special RD and must be delivered as its own RD, and as its own package. This does not mean that you cannot use the item "drugs" in an assessment for a mutual incident during NOTs, nor that you couldn't handle a BT hung up in a drug during NOTs. But if drugs or drug items are coming up during NOTs, then the case is on the wrong program and should be shifted over to the Purification RD, followed by the NOTs OT Drug RD. Then after these are done, you would resume the NOTs Advance Program. (As well as not mixing the hours on the NOTs OT Drug RD with NOTs hours, there is an important Technical reason for only handling one subject at a time and completing each action and program before starting another. (ref: C/S Series 38, C/S Series 47, & NOTs Series 30.)

One would not interrupt a Pre-OT who is running well on NOTs with good TA action and who is getting rapid blows, but would flatten the action before making a change to the Purification RD and the NOTs OT Drug RD. These Rundowns can be done at any point during the NOTs Advance Program, but ideally they would be entered after the "Past Auditing Repair" steps, or after step 14, after step 15, or at any point thereafter. If drugs are heavily charged and getting in the way, then you would have no choice but to shift programs to handle.

Ideally the NOTs OT Drug RD should be delivered by a specialist team of NOTs auditors and C/S, operating as a unit, who then feed completed cases back to regular and interning NOTs auditors.

The NOTs OT Drug Rundown should help you with cases who hung fire or were resistive previously as well as speeding gains and results on all cases.

The pilot results are excellent, and show what sort of gains can be attained.

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NED for OTs Series 51

C O N F I D E N T I A L

AUDIT BTs CONCEPTUALLY

(References:

HCOB 26 Sep 78 I	WORD CLEARING AND INFORMATION FOR PRE-OTS ON NED FOR OTs
HCOB 12 Jan 80	ACKNOWLEDGING THE “ME” ANSWER
HCOB 27 Oct 79	VALENCE TECHNIQUE ADDITION
HCOB 17 Sep 78 I	VALENCES.)

(This HCOB adds to HCOB 26 Sep 78, Issue I, WORD CLEARING AND INFORMATION FOR PRE-OTs ON NED FOR OTs, and is to be used in the indoctrination of Pre-OTs on NED for OTs.)

When a Pre-OT looks at a BT and gets too laggardly,the BT often turns on a picture. The NOTs Pre-OT could think this picture was the What. It never is. The What BT is simply making a picture. Answers come through as concepts, not pictures.

The rule is: THE PRE-OT IGNORES THE PICTURE AND DOES THE ACTION IN CONCEPTS.

In NOTs one is not dealing with pictures, one is dealing with the basic of pictures. Pictures are a red herring - wrong target.

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NED for OTs Series 52

C O N F I D E N T I A L

URGENT - IMPORTANT

NOTs WHAT/WHO L & N STEP

(References:
HCOB 27 Oct 79, NOTs Series 47, VALENCE TECHNIQUE ADDITION
HCOB 12 Jan 80, NOTs Series 49, ACKNOWLEDGING THE ME ANSWER.)

(This HCOB contains important revisions and additional instructions regarding the NOTS What/Who L & N Step, and modifies NOTs Series 47 and 49. It does not otherwise cancel or change the rest of the NOTs Valence Technique, nor does it change the rest of the NOTs procedures or Rundown. This issue must be thoroughly word cleared and starrated along with the referenced issues by NOTs auditors and C/Ses to qualify them to use the NOTs What/Who L & N Step.)

THE RIGHT ITEM, ON THE WHAT L & N STEP

In NOTs Series 47 and 49 it is stated that you take “the first reading item” (regardless of its read). In experience I have found this not always to be true. One can get some small falls on several items before the real item is hit. Sometimes it requires an ack to get an F/N, but the real item always F/Ns.

(E-meter Note: If one were to use other than an operational Mark VI, one could be mislead by the meter. I have noticed that what is a small fall (sF) on an operational Mark VI, is a fall (F) on another meter. This is not good, as the auditor seeing a fall (F), could think he has the item, when it is really a small fall. The exaggerated read makes one think wrong items have read when these only gave a small fall. Also, the Mark V tends to just F/N, and gives on the problem of trying to read through an F/N. The Mark V is not sensitive enough. Thus it is essential that an operational Mark VI is used. The sizes of reads referred to here are at the correct Sensitivity setting of one third dial drop on can squeeze per EM-5R.

The Sensitivity must not be higher than this during the What/Who L & N Steps.)

The statements in NOTs Series 47 and 49 under Step 3 (Acknowledgement) are correct and the only change here is in the statement that you take "the first reading item", plus a clarification of size of read.

The right What? L & N Step reads are a lot of small falls preceding the right item. THE REAL ITEM ALWAYS F/Ns (even if it sometimes requires an ack to get it to F/N).

THE "WHO" STEP

(Early in the NOTs Rundown, and sometimes later in the Rundown, the being blows easily. Often before all the Valence Technique steps have been done, frequently blowing on inspection. There is the phenomenon (described in earlier NOTs issues) of the cyclic aspect of handling more difficult-to-blow BTs and clusters, followed by a series of easy/rapid blows. Later in the Rundown, after the more available and easier-to-blow BTs and clusters have gone, those remaining tend to be in worse shape as beings. You are then more frequently going to encounter the following phenomenon.)

The being seldom gets much of a read and seldom a blow on the first right answer to the Who? question. It gives an answer, the right answer ("Me"), in many cases and there's no real read. What one does then is ack encouragingly and asks it to repeat the answer ("Me"). Thus encouraged, a BD F/N and blow on the repeated answer occurs.

PIN-POINTING ATTENTION

It is essential that the NOTs PreOT limits his/her attention to the BT/cluster being addressed. You can get a mish-mash if their attention goes onto something else. I have developed TR 8-Q (HCOB 22 Apr 80) which is an exercise in pin-pointing attention as well as asking a question. Requiring a NOTs PreOT to do TR 8-Q will remedy this.

REPAIR LISTS FOR L & N

There are two repair lists for L & N errors that are shorter than the L4BRA, and both of these can be used in NOTs. They are: HCOB 23 Sep 68 "Violation of the Laws of Listing and Nulling", and HCOB 29 Sep 68 "List Correction" (Tech Vol XI, pages 44, 45), and either of these may be used, resorting to the longer L4BRA when necessary. The usual thing to do though would be to recognize what was wrong from the reads noted in W/Ss (or lack of F/N on the What? item), and handle accordingly and as given in earlier NOTs issues.

FES-ING

FESers and C/Ses must know the materials given in NOTs Series 47, 49 and this issue and must inspect worksheets to see whether correct (or wrong) items have been found, and whether the BT or cluster was blown. C/Ses must do this on every session, and FESers when they are looking for errors on a case. Any previous instances of failure to get the right item, or failure to handle a being to a blow can then be taken up in subsequent sessions and properly handled as described in this issue. If the BT/cluster is still around it will read when the PreOT's attention is directed to that position (area) and oriented to the item given in that session. (Remember that it now may be Suppressed or Invalidated, and that the being probably has a Wrong Item and an Incomplete List.) If the error can be found and corrected immediately, do so (such as simply completing the list to correct item, and completing the steps on that being to blow), or, do one of the L & N Repair assessments to find what is wrong and then correct it and handle the being to blow.

AUDITOR AND C/S QUALIFICATIONS

The requirements for an auditor or C/S to use this NOTs L & N technique as given in NOTs Series 47 and 49 are very important and it is a High Crime to violate these. ONLY auditors and C/Ses who can L & N successfully may be permitted to use this technique, and then only after they have completed the stated requirements in NOTs 47, 49, the referenced materials and this issue. Until then, they may only use the other NOTs techniques, but not the L & N Step.

PROGRAMMING THE WHAT/WHO L & N STEP

Note that in NOTs Series 47, page 3, under "Warning" it is stated: "...it will be necessary to use this technique of listing for the item, at some point on any case being audited on NED for OTs,...". PreOTs being started on NOTs should not be put onto this technique at the beginning of the NOTs Advance Program, nor until the PreOT is well advanced through the Program. The other NOTs techniques are fully adequate and very successful and most of the NOTs 26R Program can be done before resorting to the NOTs L & N technique.

Only shift to the L & N procedure when the PreOT is well advanced through the Program and encounters the phenomenon described in NOTs 47, page 1. Early in the NOTs Program the case is fat with charge that will slough off easily and with the use of NOTs techniques other than the listing technique given in NOTs Series 47. On a case that has been prematurely started on the L & N Step, prefer to use the earlier NOTs techniques and do not overwork the L & N Step until the case is ready for it, (this doesn't mean that one would stop the L & N technique altogether on such a case).

When the case is ready for the NOTs What/Who L & N Step, and provided the auditor and C/S are qualified to run it, then the case is indoctrinated on the procedure and begun (per NOTs 47, 49 and this issue). If all the NOTs auditors and C/Ses are not fully qualified, then the PreOT could be reassigned when ready for the L & N Step.

In general most cases will follow the steps as laid out on NOTs 26R and 27, as this is the research/developmental sequence of NOTs and most cases will follow the same sequence and pattern and phenomena.

NOTs trainees should also follow this same sequence and only train on the later techniques after they have had experience and wins on auditing the earlier NOTs Program steps with the earlier techniques. Those are very easy to do, very rewarding and will enable the new NOTs auditor to gain familiarity and confidence.

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C O N F I D E N T I A L

CLARIFICATION ON ACKNOWLEDGING IN THE VALENCE TECHNIQUE

(Ref: NOTS Series 7, VALENCES)

It is very important that you have the Pre-OT acknowledge the answer the BT or cluster gives to the "What are you?" question (see NOTs Series 7). Even if you got an F/N on the answer, you still acknowledge and you will broaden the F/N.

We ask "Who are you?" to the same spot and we don't feed them the answer. They sometimes comm lag, (don't get impatient with the comm lag), sometimes it's a few seconds comm lag, and then you get the answer. You may have to repeat the question (see NOTs Series 7). The "Me" answer will normally LFBD, and if that LFBD isn't very marked, you make sure you do the next step of acknowledging the "Me" answer. In any event you could still acknowledge, but if the LFBD was pronounced the probability is that he's gone. The auditor having the Pre-OT acknowledge the "Me" answer can guarantee a blow. Now is this acknowledgement produces another read then we know it guaranteed a blow. Sometimes you get another LFBD on the acknowledgement step, and sometimes you get a broadening of the F/N.

CAUTIONS

Sometimes, quite often in fact, this short-circuits. You ask: "What are you?" and the guy says "Me" and blows. And sometimes you are patiently trying to go through all these steps and you get a series of blows. A blow or a series of blows can occur at any ime during NOTs. You don't then continue the steps of this Technique, as that BT or cluster has gone! Sometimes a series of blows or an automatic blow will go into a Persistant F/N or a Floating Tone Arm and in either instance you would end off the session.

Also you can get repetitive blows if a case is running pretty clean, and you can get blows withou BDs. There isn't much left on the charge and it isn't registering on the meter to amount to anything.

On “Hello and OK” you sometimes get a blow. The BT or cluster doesn’t answer up and run “Hellos and OKs” repetitively to get it into comm. Rarely, it will suddenly blow, and it would then be senseless to go on trying to run “Hello and OK”, or anything else, as that one has gone.

Some auditors have been known to ask a pc if it blew, during the Valence Technique steps. Even nag the Pre-OT, “Did it blow?”, “Has it gone?”, “Still around?”. This could be due to the auditor’s unfamiliarity with his meter, and not recognizing a blow when he sees it occur on the meter. Or, possibly some may have confused another technique, Date/Locate, with this technique. You of course always Date to blow, and Locate to blow, and the auditor could get the idea that he should carry over Date/Locate technique into Valence Technique.

It is very poor practice to ask the Pre-OT if it blew during NOTs Valence Technique. You could cause the BT or cluster to submerge or be suppressed, or you could invalidate a blow that did occur.

This doesn’t mean that you can’t ever ask if it blew. You could ask if it is “still around?” and a read would confirm that it is. But this type of question is asking for a missingness. It is no longer there. There’s a large percentage of pcs that never see the blow, and it isn’t something to see, because it’s a missingness. This type of question can be difficult for the Pre-OT to answer, as there is now nothing there for him to perceive as it has gone. If the meter BD’d and F/Ned on the “Me” step, it would be idiocy to then ask if it blew, of course it did! But if your meter didn’t tell you it blew, you could be in a quandary and have to solve that problem. But you wouldn’t interrupt the Valence Technique to ask if it blew, and you wouldn’t get into nagging the Pre-OT. You just follow on through with your steps, and particularly if you had the Pre-OT ack the “Me” answer, then you got your blow alright. So this concern about whether the BT blew is misplaced.

These points are stated so that the auditor will understand what he is doing, why he is doing it, and what manifestations he can expect to occur, because these manifestations will occur. This technique is a very positive series of steps, and they go in that sequence. If these steps are done as given, you will get the result, and if departed from or if there is an error, you can definitely expect to get that manifestation too, i.e. too broad an attention span and you will get restim.

It is necessary that the auditor and C/S understand these points as this is not a technique that can be done rotely or robotically.

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NED for OTs Series 55

C O N F I D E N T I A L

VARYING THE AREAS

Session by session and item by item, when spotting something to list, it is best to work a different area than the last item.

This is true when there still seem to be more in the last area worked.

Example: one session, top of head; next session, even though head is slightly massy although one has blown, work, let's say, an area in the back where one is spotted. Then, that listed, handled and blown, one can go back to the head.

The operating rule that seems best is not to work the same area twice in succession.

One also must be sure to work behind as well as in front and from different angles from in front and behind. By continuing to work from the front only, on and on, builds up an imbalance that can increase duress.

One also must remember to not always work close in: from time to time check out areas that are as much as many feet from the body.

When one has worked one, two or three areas, one is likely to get a persistent F/N, very wide, and that is the time to lay off for now, end session and begin again later - in a few hours or next day. If you keep plugging on after a good win, you are actually overrunning a persistent F/N and it clears up by simply indicating that.

Forcing forward past a good win can give you a temporary pack up; so you actually make less progress than you would have if you short-sessioned as you are supposed to.

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ADVANCED NOTs PROCEDURE

This is a debrief of a revision to the Church of Scientology's NOTs procedure which was released in 1985. I have not been able to evaluate the correctness of the procedure as I have not received any other debriefs at this time. I provide it for purposes of historical interest.

1. To locate the next being to run ask: "Where is the next being?"

   You will get a read (sf, F, LF, LFBD) and you should get a telepathic "Here!"

   If there is NO read ask:

   HIDING?
   HOLDING ON?
   ATTACKING?
   AFRAID?

   One of these should read.

2. Locate WHERE.

3. Ask "What are you?"

   List to a F, LF, LFBD by asking: "Is there another answer from the same spot?"

   Acknowledge answer.

4. Then say: "When I ask you the question - 'Who are you?', what are you going to say?"

   The being may say "George Washington"

   Then you say: "That was ONE identity you had. Who are you REALLY?"

   If the being says "A blood clot", you say: "Well that's a FALSE identity - Who are you REALLY?"

5. When the being replies "ME" you say: "ME is correct."

   Then you say: "Now when I give you the question again, you give me the same answer and leave."

   "WHO ARE YOU?"

   If he doesn't go, ask him if he has a problem and handle until he blows.

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C O N F I D E N T I A L

HANDLING CORRECTION LISTS ON OTs

When you get a read on a correction list on an individual who is on OT III or above, you should find out from what area it is reading; i.e. find the postition in relation to the body, of the BT or cluster on whom that correction list question read.

Otherwise, the reading correction list line gets assigned to all areas, when it only applied to one. This creates BPC as it gives the rest a wrong item or wrong indication, and it makes the reading queston appear to be a generality, when in fact it only applied to one BT or cluster.

By finding the BT or cluster that the read applied to, the auditor then clears the read on that BT or cluster. And then the auditor takes any additional steps to get it to blow and blows it.

The above does not apply to cases below OT III and must never be mentioned to such a case.

There is a tendency of an auditor trained on general correction lists to simply clear the read without finding where it is coming from, and as this omission can jam up a case who is on OT III or on NOTs; such auditors when doing NOTs or actions on individuals OT III or above must learn to handle correction lists in this way. It can mean the difference between failure and success.

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Qual Corrective Actions on OTs Series 3

C O N F I D E N T I A L

QUAL CORRECTIVE ACTIONS ON OTs

(Ref: C/S Series 107 AUDITOR ASSIGNMENT POLICIES,
CRAMMING ASSIGNMENT POLICIES
HCOB 22 Dec 79 FLYING RUDS AT OT III AND ABOVE)

The reason why it is necessary to have OT versions of the various Qual corrective actions is that an OT's case can be messed up if mis-audited or mis-crammed, and the purpose of Qual corrective actions is to improve or correct the staff member.

The major cause of trouble in seeking to correct OTs has been violations of the auditor assignment policy, whereby a person of lower case level than the OT was trying to audit or cram the OT. Not only does this put the OT on a withhold of confidential data, but a person of lower case level has no reality on the materials of the case level of the OT and can easily stir up aspects of the case that should have been left alone, or, if taken up handled fully. Additionally if the OT did get messed up, then he could only be repaired by using Repair actions appropriate to his case level. A non-OT III Cramming Officer or auditor could not possibly repair BPC on an OT III.

Where Cramming Officers have limited their actions to simply word clearing the materials that the person had gone past misunderstoods on, it has worked out OK. But if the action being done led into the person's case then there is a liability of messed up case and ineffective staff member.

Some of the Qual corrective actions such as False Data Stripping and some of the questions on the Product Debug Checklist are not directed toward the person's post alone but are directed towards the person's case by asking about intentions or reactions or considerations or directing the person to recall past events. The statement: "I'm not auditing you.", doesn't prevent a case action from occurring if one then proceeds to ask auditing questions.

The worst repercussions of all have stemmed from offline case actions done as some sort of squirrelly "2WC" which wasn't a valid part of the cramming action anyway.

When subjective questions are asked one invariably is into a case action. Definition of "Subjective": "Consultation with the preclear's own universe, with his mock ups, and with his own thoughts and considerations." (Book THE CREATION OF HUMAN ABILITY, p. 167.) "Recall, think, remember or return on the time track processes are subjective." (HCOB 2 Nov 57RA.)

Subjective actions, especially when metered, lead into the person's case. If mis-done, particularly if mis-metered, these can ball the case up.

OTs when correctly handled with the corrrect tech appropriate to their case level, handle very quickly and easily. So it is important to know what to do and what not to do.

The solution to this is in having specialized lists for OTs, and forbidding the use of non-OT actions on OTs, and forbidding non-OTs from seeking to audit or cram OTs.

<u>REPAIR OF OTs MESSED UP IN CRAMMING</u>

The most frequent cause of BPC encountered is:

(a) Misownership,

(b) Mismetering (false reads, missed reads and missed F/Ns),

(c) Invalidation of state of case.

There are two types of action which are most likely to lead into an OT's case and cause BPC:

(i) Asking subjective questions,

(ii) Asking "earlier similar?" (which sends the Pre-OT down the track, or down different tracks.)

There are ways to detect and isolate what happened in a mis-done cramming:

- The person crammed has "any" BIs about the cramming action;
- The person continues to goof in the same area or subject;
- The person Reg Tags on the cramming or within three days after the cramming action;
- The person gets sick, misemotional on the subject of the cram, or turns on somatics, within three days after the cramming action;
- The person is introverted on the subject of the cram;
- The person comes to next session after the cram with TA or needle behavior worsened from what it was prior to the cram, (such as TA used to be in normal range and now is high or low, or Sens setting for 1/3rd dial drop on can squeeze is now higher due to tighter needle, an unusual needle patern has now appeared, etc.).

A sharp C/S can usually spot a mis-done cram from the worksheets of the cramming action and must insist that these are legible and accurate (ref: HCOB C/S Series 98 AUDITING FOLDERS, OMISSIONS IN COMPLETENESS).

When encountering any of the above, the C/S should make up a prepared assessment to cover points of possible error in the cramming action. Here is a sample assessment which can be used or added to:

1. R Factor: "I'm going to assess a list of possible errors which may have occurred in the (cramming action), to locate any BPC."

2. Assess:

"Was there any misownership of charge?"

"Were significances or reads misowned?"

"Was there any mismetering?"

"Was a false read taken up?"

"Was there any cleaned clean?"

"Was a read missed?"

"Was an F/N missed?"

"Was there any invalidation of state of case?"

"Were subjective questions asked?"

"Were earlier similars asked for when these did not exist?"

"Were there any out-ruds?"

"Was there no help?"

(The above is a sample assessment which contains the most common items you are likely to find on mis-done cramming actions, especially on OTs, and the assessment above is designed for use on cases who are OT III or above only as it contains "misownership", but a similar prepared assessment could be made up for a lower level case.)

3. Handle reads on the above assessment in accordance with HCOB 4 July 79 HANDLING CORRECTION LISTS ON OTs and HCOB 22 Dec 79 FLYING RUDS AT OT III AND ABOVE. This action alone may completely handle all the BPC, sometimes very rapidly and spectacularly.

4. If not fully handled with the above, assess and handle the appropriate correction list for the action that was messed up (i.e. WCCL - Word Clearing Correction List, for messed up word clearing, or L4BRA, etc.), handling the reads in accordance with HCOB 4 Jul 79 HANDLING CORRECTION LISTS ON OTs and HCOB 22 Dec 79 FLYING RUDS AT OT III Repair List (or if the person has been audited on NOTs, a NOTs Repair List).

ACTIONS THAT CAN BE DONE

There are actions that are OK to do in Cramming and will not get into the person's case. These relate to his post or study and are objective.

Definition of "Objective": "Of or having to do with a material object as distinguished from a mental concept, idea or belief" (Dictionary). "Means here and now objects in PT as opposed to 'subjective'." (HCOB 2 Nov 57RA.)

Questions or actions by the Cramming Officer which are objective and pertain to the person's post, the materials which cover his post, the materials he is studying, clearing words misunderstood, hatting actions and post or product debugs (provided subjective questions are not asked on OTs) are all OK.

The most usual and successful cramming action is simply to take the materials or text that covers the subject of the cramming order and word clear and cram those materials. This is always safe and OK to do. (The only other caution is not to give verbal data, nor to evaluate or invalidate or throw the person's ruds out while doing the cram!)

Word Clearing Methods 2, 3, 4, 5, 6, 7, 8, and 9 are OK to do on OTs (but not Method One, which asks for "earlier similar?").

Finding and clearing Crashing Misunderstood Wrods is OK.

Demonstrating meanings or words and terms and principles either with a demo kit or on Clay Table are OK.

Starrate checkouts on materials are OK.

Product Debug Tech is OK to do on OTs (provided the subjective questions on the assessments are omitted).

All of the actions given in this section can and should be used in Cramming, and these have no liability.

OTs when handled correctly in Cramming (or in auditing) are very fast and easy to handle, and correct very readily.

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C O N F I D E N T I A L

OT III AND OT III ATTEST

This issue changes the current handling of OT III and OT III attests and the next step after OT III. We want to end off "endless IIIs". Starting now, AO C/Ses are to handle PreOTs on OT III as follows.

Let the person audit on OT III as long as he wishes. But at the first slackening or abandonment or EP or if he is just going on and on into"endless III", look for a nice win and tell him that's it and shunt him over to Audited NOTs.

An AO Review may be necessary before sending the person to attest. On an"endless III"or some of these people who have been incomplete on OT III or who have been on and off OT III for a long time, a Review would be necessary. The Review could be as short as an LDN OT III and Rehab their best win on OT III or as long as a C/S 53 to F/Ning list followed by an LDN OT III and then Rehab their best win on OT III. On some you might only need to find a nice win they had on OT III and indicate that that was it, or get it rehabbed in session (this would mainly apply to persons currently on OT III).

Some of this termination of III would depend on auditor availability for Audited NOTs , but if this is a situation the solution is to train up more NOTs auditors.

The whole intention here is to take PreOTs who have"completed"OT III per the above qualification and shunt them over to Audited NOTs.

Let's start making OTs in VOLUME.

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ORIGINAL
OT 7

OT VII

The purpose of OT VII is the rehabilitation of ability to project intention.

The Pre OT should be set up for this rundown with all ruds flown or GF to F/N.

I. Basic Processes Setup

OT 7 - 1

What are you willing to cause?
What are you willing to be the effect of?

Run alternately

OT 7 - 2

Decide something.

Repeat to Cog, F/N, VGIs.

OT 7 - 3

Clear intention. (Very thoroughly) Have client use word in at least six sentences. (if needed)

OT 7 - 4

1. What is a clear intention
2. Give me an example
3. What isn't a clear intention
4. Give me an example.

OT 7 - 5

2W/C — the subject of intention.

OT 7 - 6

Recall an intention.

OT 7 - 7

Invent (mockup) some intentions.

OT 7 - 8

F-1. Tell me a thought/intention you would be willing to receive from another.
F-2. Tell me a thought/intention another would be willing to receive from you.
F-3. Tell me a thought/intention others would be willing to receive from others.
F-0. Tell me a thought/intention you'd be willing to receive from yourself.

OT 7 - 9

F-1. What intention of yours has another helped?
What intention of yours has another not helped?

F-2. What intention of another's have you helped?
What intention of another's have you not helped?

F-3. What intention of another's have others helped?
What intention of another's have others not helped?

F-0. What intention of yours have you helped?
What intention of yours have you not helped?

OT 7 - 10

F-1. What intention of another's could you confront?
What intention of another's would you rather not confront?

F-2. What intention of yours could another confront?
What intention of yours would another rather not confront?

F-3. What intention of another's could others confront?
What intention of another's would others rather not confront?

F-0. What intention of yours could you confront?
What intention of yours would you rather not confront?

OT 7 - 11

F-1. What intention of yours could another be responsible for?

F-2. What intention of another's could you be responsible for?

F-3. What intention of another's could others be responsible for?

F-0. What intention of yours could you be responsible for?

OT 7 - 13

Give me an unknown datum.

OT 7 - 14

Tell me some orders you wouldn't mind receiving.
Tell me something that would obey you.

OT 7 - 15

Get the idea I can place an intention.
Get the idea I cannot place an intention.

II. L&N Intention Process

OT 7 - 16

Has an intention been —

Suppressed
Invalidated
Blunted
Abandoned
Denied
Enforced
Desired
Decided
Forgotten
Hidden
Avoided
Altered
Twisted
Changed
Competed
Made Wrong

On biggest reading item L & N —
What intention has been _____________ ?
R-3-R Quad if evil intention.

III. Placing thoughts and intentions (inside auditing room)

OT 7 - 17

A. Spot an object

B. Locate an object from which you are separate
Locate an object which is separate from you.

OT 7 - 18

Think a thought.
Place that thought in/on that. (indicated object)
Get that (indicated object) thinking that thought.
Have that (indicated object) continue thinking that thought.
Have that (indicated object) cease thinking that thought.

OT 7 - 19

Clear intention.
Mock up (invent) an intention.
Get the idea of placing (or place) that intention in that (indicated object).

OT 7 - 20

From (indicated point) make a choice between (indicated positions or objects).

OT 7 - 21

Putting the decision on (in) that (indicated object) make a decision about it.

OT 7 - 22

Decide something.

IV. Outside Processes with an Auditor (objects).

OT 7 - 23

Spot an object.

OT 7 - 24

Locate an object from which you are separate.
Locate an object which is separate from you.

OT 7 - 25

Think a thought in (on) that (object or position)
or
Do you see that (object)?

Think a thought in (on) it.

Did the thought appear where it is?

OT 7 - 26

From (indicated point) make a choice between (indicated positions or objects)

V. Outside Processes with an Auditor (people)

OT 7 - 28

Spot an acceptable energy source.

OT 7 - 29

Spot a person.

OT 7 -30

Locate a person from whom you are separate.
Locate a person who is separate from you.

OT 7 - 31

Point out a difference between that persons body and yours.

OT 7 - 32

Tell me something you really know about that person.
What would you permit that person to know about you?

OT 7 - 33

Postulate perfection into that person.
Now postulate perfection into that one.

OT 7 - 34

Tell me something you wouldn’t mind not-knowing about that person.
Tell me something you wouldn’t mind that person not-knowing about you.

OT 7 - 35

Think a Thought in (on) that person
or
Do you see that person?

Think a thought in (on) him/her.
Did the thought appear where it is?

OT 7 - 36

From that person make a choice between (indicated positions or objects).

OT 7 - 37

Putting the decision on (in) that person, make a decision about him/her.

OT 7 Solo Section

VI. Inside Processes Solo
(on the meter)

OT 7 - 39

Spot an object.

OT 7 - 40

Mock-up a confusion. Unmock it.
or
What confusion could you create?

OT 7 - 41

Mock-up a communication terminal.
Mock-up another communication terminal.
Dispose of these mock-ups

OT 7 - 42

What wouldn't you mind communicating with.

OT 7 - 43

Mock-up your (father, wife, mother, husband).
Mock him (her) up again.
Dispose of these mock-ups.

OT 7 - 44

Now could you appreciate another as a human being.
Now could another appreciate you as a human being.
Now could you appreciate yourself as a human being.
Now could another appreciate themselves as a human being.
Now could another appreciate another as a human being.

OT 7 - 45

Find and run a havingness process on yourself.

VIII. Outside Processes Solo
(off the meter)

OT 7 - 46

Spot a person
or
Spot a thetan.

OT 7 - 47

1. Go to a place with lots of people

2. Spot them one at a time

3. As you spot each person, do the following:

   A. Perceive the individual as a Life Source (Thetan).
   B. Know something about that person.
   C. Be willing to not-know something about that person.
   D. Grant beingness to that person (by cognizing the way they are).
   E. Having that person grant beingness to you.

OT 7 - 48

1. Find some plants, trees, etc., and communicate to them individually until you know they received your communication.

2. Go to a zoo or a place with many types of life and communicate with each of them untit you know the communication is received and, if possible, returned.

OT 7 - 49

Go out to a park, train station or other busy area. Practice placing an intentfon into individuals until you can successfully and easily place an intention into or on a being and/or a body.

ATTEST TO OT 7

NEW
OT 7

INSTRUCTIONS

The Pre-OT now works solo on cleaning up the body of BT/cluster masses, one area at a time, until each is clean and transparent to his perception. Each of the various techniques given in the materials are used as needed to blow these BT/cluster masses.

You may in some instances have to have the Pre-OT handle BTs Dianetically running them back through a chain of incidents. This can be complex with 3 or 4 BTs and chains crossed.

It is very dicey to run engrams on BTs as, although they may have one mutual one, each one has an earlier chain for it that is different than that of the others in the cluster, so you limit the action to the mutual incident they have in common. Scn Grades O-IV can be run on a BT but this would not be usual as the BTs we're dealing with in NED for OTs are below that.

When the Pre-OT has a transparent body and a clear area around it to some distance (barring perception of other people's difficulties) and when he realized he is alive and very much himself the EP of NED for OTs has been reached.

When this EP is reached then one will have achieved "CAUSE OVER LIFE".

ORIGINAL

OT 8

HUBBARD COMMUNICATIONS OFFICE
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HCO BULLETIN OF 1 OCTOBER 1969

OT VIII

SECRET

WHY THETANS MOCK UP

This question has been the most plaguing one in Dianetics and Scientology.

This question has been the most plaguing one in history of Clearing.

The ONLY way a thetan ever gets into trouble, the ONLY way he can get trapped or become part of a cluster is by mocking up and making pictures of bad experiences.

And why record all bad experiences? This too is not good sense.

One can explain it by saying that thetans become bored and have "a yearning for event or excitement" or that thetans mock up pictures as an aberrated form of "havingness." Other ways can be invented to explain why thetans compulsively mock up bad pictures, but these do not factually lead to a total solution to the compulsion.

The real reason stems from a basic characteristic of thetans and that is "a thetan never totally gives up."

There is, seemingly, a streak of resistance or resentment that makes a thetan wish to persist in the same place or location. If he cannot, he will do so covertly.

The definition of "power" is "the ability to hold a position in space." All power comes from the ability to occupy a point. In an electrical generator the base that separates two terminals must be firm or there will be no exchange of energy or power generated.

The effort to weaken a thetan is to make him relinquish his point in space. Covertly or overtly a thetan seeks to assert his position in space. If he cannot do so overtly, he does so covertly or mentally.

When a thetan is moved unwillingly from a point or position he even then refuses to give up that point and begins MOCKS IT UP mentally. He also mocks up the events of his departure as a part of the action of mocking up the point he is leaving. This, unwittingly, gives him a picture, an engram.

Now let us see if this theory holds true in practice.

A. Just ahead of any engram there must be an effort to retain a position and there must be a point or location thetan mocked up.

This is true. You can blow an engram without running it by spotting its first point in space and time. In a secondary, "where did you first hear of the loss?" is a vital question.

B. In a contact assist getting a person to touch again the point where he was hurt with what was hurt will blow the engram.

C. Getting a person to locate areas (locations) that are not safe produce blows of engrams without running them.

D. Exact and accurate dating sometimes blows an engram. Those times when it does not, it should blow when the location is exactly spotted.

E. Implants and traps were done mainly to keep Thetans out of an area. The Thetan, resenting and resisting, mocks up the place anyway and so implants himself.

A thetan too easily substitutes a mental mock up for a point in the real universe.

One could also say that a thetan, by mocking up, warns himself against certain points in space or areas in the physical universe.

Anxiety is solely not thetan able to be certain places and not thetan able to be where one is, either.

Making people leave is the most unpopular action unless one also frees them to be anywhere.

Transferring people is a degrading thing to do to them.

Jail denies a thetan all spaces except where he has been placed; note that thetans are made very miserable in jail. Jailing is a sure way to make confirmed criminals and also to make them crazy as well.

Any thetan, stuck in an engram, is asserting the effort to be at and hold the point where he was hit at the beginning of that engram.

An engram therefore is a refusal to leave a place at which force was exerted to drive one away.

Reversely, one can refuse to be held at a place where one does not wish to be but this is a negation of a place, a not-is of it and its time.

Power of choice over where one is and where one is not is thus a key to engrams.

Finally - a thetan mocks up because he covertly refuses to abandon a location under duress and not-ises the place where he does not wish to be but must.

Using these facts one can blow engrams without running them.

Some sample questions:

"What point (location) is unsafe?"

"What location could you have held absolutely?"

"Where did you first get an intimation of danger?"

"What place would you rather not be in?"

"What effort would it take to hold (that) (a) location?"

Working with this you will see a door open to a higher level than Dianetic R3R. But realize that it is only for a high level thetan.

LRH: rs
L. RON HUBBARD
FOUNDER

NEW

OT 8

NEW OT VIII

STUDY AND PROCEDURE

DEBRIEF

1991

From recall this is a record of the full OT VIII procedure of the Church of Scientology given on the Free Winds ship as delivered in 1991. Security there is very tight with detectors at the doors so that no original data can be removed. This debrief is something the Independent Field/Free Zone Scientology has been waiting many years to see. It is not the original nor is it a perfect record but it is accurate and will get the result if followed by a competent solo auditor who is flat on all earlier levels with all overts off. The wording of the processes are exact to the best of my recall and the procedures are exact for sure. Any differences are extremely minor (if at all). I spent several weeks reconstructing all this from memory (needless to say I have an excellent memory as a result of the rundown). I am breaking security as I disagree that this should only be released to an elite in Scientology. I do, however, ask it not be released to psyches or “squirrels” or anyone who will break the Independent Security Network and allow it to get back to the Church of Scientology. It would be best if they do not find out that we have it. Please treat this data responsibly. It is the key to the only truth possible.

The whole secret involves what truly is the relationship of the Supreme Being to each individual thetan. To simply say it’s “me” is oversimplified to tears but has some truth to it. The real key is the perception and ability to have full certainty and, therefore, perception on all confusions and distortions of MEST and form and life units as well as the ability to perceive exact identity and its full relationship to its true source and history from its origin as the theta body, the true 8th Dynamic In order to truly view this as a present time beingness one has to clean up, once and for all, his own confusions regarding these points. The key is being flat on all earlier levels and being honest with self as to the truth on each step of the rundown.

In doing this procedure one has to acknowledge the lie of time and persistance and the lie of the illusion that MEST is solid and unchangable. Another key given is the fact that a being can exist independent of time and present time and can choose any point on the track as his present time. The PT body can confuse this, as attention to some degree is always hung up on the PT body. This fixes the thetan into one present time and one time stream when in fact there are many as you will discover.

Do not attempt this rundown if you are incomplete on any earlier level, incomplete on or in need of “sec checks,” involved in any out ethics, PTS or involved in any pressing PT situations that call your attention back to this present time. If you are in need of review on any point above, get it before starting the rundown or it will miss and be meaningless or wasted.

If your attention is in any way governed by OT 7 (NOTS) or earlier materials on OT levels, this rundown will miss and be wasted. This also goes for out int. If int/ext is a concern at all, get reviewed and flattened on OT 1 to 7 before attempting this rundown.

The techniques involve simple spotting techniques as in R2 processes or straightwire references.

Step One: Read and word clear Handbook for Preclears cover to cover.

Step Two: Do all steps and exercises in the above book and note reads on any terminals or items [presumably these are used in review or higher levels later]. Keep the ruds in.

Step Three: Listen to the History of Man tapes and star rate M4 the concepts in them (The Time Track of Theta).

Step Four: Clear the definition of “truth” and clay demo it [Tech Dictionary].

Step Five: Clay demo the concept of the theta line branching out toward PT from the “theta body” and how this inhibits exteriorization, ability, power and perception of truth. Clay demo what will happen if someone did OT VIII procedure who was not fully completed on OT VII (NOTS). Sort this out from the above data.

Step Six: Define “know-point” in the Tech Dictionary.

Step Seven: Study the early Dianetic Auditor Bulletin on straightwire in Tech Volume One. Study Creation of Human Ability references regarding spotting objectively and subjectively. Demo “recall,” “spotting” and “return” and how these differ.

Step Eight: This is the processing section which is done solo. Do not fall into running pictures or incidents. In others words, do not use “recall” or “return,” use “spot” only.

[1] Fly the ruds.

[2] Clear and false data strip “truth,” “identity,” “time,” “place,” “form” and “event,” each to EP. Restudy the definitions in the Tech Dictionary.

[3] Clear and False Data Strip the “8th Dynamic,” “God,” “Infinity,” “self,” anyone you have identified as a god and any other wording you may have for the 8th dynamic.

[4] Valence split (Similarity/Difference process) each answer on the reading questions below by alternately spotting differences and similarities between self and the terminal to a blow accompanied by a small blowdown F/N or larger.

[A] Spot a person or object in this L/T or on the backtrack you have identified as or who represented the 8th Dynamic to you. Valence split to EP and then recheck to an F/Ning question on call or thought. End the session for the day and recheck to ensure it’s F/Ning the next day before continuing.

[B] Spot a person who looked/looks like you. Handle as above.

[C] Spot a person who looked/looks dissimilar to you. Handle as above.

[D] Spot a person who is how you wanted/want to be. Handle as above.

[E] Spot a person who is how you didn't want to be. Handle as above.

[F] Spot a person who you'd never want to be. Handle as above.

[G] Spot a person who you want to be. Handle as above.

[H] Spot a person who you identify as self [me]. Handle as above.
End on major stable win on the subject of identity.

Step Nine: Run as above with Valence Splitting, etc.

[1] Ruds as needed

[2] Spot a being who is close in true identity to you.

[3] Spot a being who has the same experiences as you.

[4] Spot a being who solves things as you have.

[5] Spot a being you are or have been junior or subordinate to as a thetan or in life.

[6] Spot a being who you are/have been senior to in life or as a thetan.

[7] Spot a person who postulates as you do.

[8] Spot a person who you postulate for.

[9] Spot a person who may have postulated for you.

[10] Spot the situation or problem each of the above beings has solved for you. Get prior confusion to the first time ever and spot the first moment of the first prior confusion.

End on major stable win on the subject audited; however, do Step 10 before proceeding.

Step Ten: Use alternate repetitive straightwire.

End on wins. End section when nothing reads anymore and you have a major stable win.

[1] Spot a truth in self.
Spot a truth in others.

[2] Have another spot a truth in you.
Have another spot a truth in himself/herself.

[3] Spot a reality you have solved with a lie.
Spot a reality you have not solved with a lie.

[4] Spot a reality you have substituted for a truth.
Spot a reality you have substituted for a lie.

[5] Spot a reality another has substituted for a truth
Spot a reality another has substituted for a lie

[6] Spot a reality you postulated for another.
What did it solve for you ?
What did it solve for him/her ?

[7] Spot a reality another has postulated for you.
What did it solve for him/her?
What did it solve for you?

[8] Have another spot a reality another has postulated in himself/herself.
What did it solve for him/her?
What did it solve for you?

[9] Locate a reality you found safe.
Spot the truth about it. (to a blow, small blowdown F/N or larger)

[10] Locate a reality another found safe.
Spot the truth about it. (to a blow, small blowdown F/N or larger)

[11] Locate a reality another found safe for you.
Spot the truth about it. (to a blow, small blow down F/N or larger)
Have the other person spot the truth about it. (to a blow, small blow down F/N or larger)

[12] Locate a reality you have found safe for another.
Spot the truth about it. (to a blow small blow down F/N or larger)
Have the other person spot the truth about it. (to a blow, small blow down F/N or larger)

[13] Spot a reality you can create for yourself.
Postulate a truth for it.

[14] Spot a reality you can create for another.
Postulate a truth for it.

Note: Steps [16] to [19] are a bracket. Each set should blow down on the let go step. End on a win, cog or big change and then do the next step.

[16] Create a future for someone.
Place them in it.
Postulate some truth about it.
Now let go of it

[17] Create a future for yourself.
Place yourself in it.
Place another in it.
Postulate some truth about it.
Now let go of it.

[18] Recall a truth you agreed didn't happen.
Spot the exact truth in it.
Spot any lie in it.
Now let go of it.

[19] Spot present time moving forward.
Notice thetans agreeing with it.
Spot any agreements you have with it.
Now let go of it.
Spot a different present time.
Notice thetans agreeing with it.
Spot any agreements you have with it.
Now let go of it.
Spot a different present time.
Notice thetans agreeing with it.
Spot any agreements you have with it.
Now let go of it.
(Repeat to a small blowdown; F/N, big win))

Step Eleven: Do all steps to full EP. End on all wins until persistent F/N dies down.

[A] Spot each portion of your theta that was abandoned.

[B] Spot each portion of your theta you asserted was not yours.

[C] Spot each portion of theta you asserted was yours that wasn't.

[D] Spot your PT creations in this MEST universe.

[E] Spot PT creations that were not yours in this MEST universe.

[F] Spot any old creations that are hung up.
Spot the truth about these to a blow.

Note: Don't concentrate on the untruths, just the truths.

[G] Spot yourself as a source for various things in this and other universes to full certainty.

[H] Spot another 8th Dynamic creation as independent from yourself.
Spot where it is.

[I] Spot points where you have experienced joy or ecstacy in creating in this lifetime and on the back track.

[J] Spot other beings you feel high ARC or love for.
Spot the truths in these beings. (each to a read F/N)

[K] Spot some theta you have created.

[L] Create some theta. Uncreate it. (to a read as it blows off however small it is)

Redo A to L above until the TA floats or a true unkillable persistent F/N appears and you have had a revelation regarding truth or 8th Dynamic creation. This is the end of OT VIII. Note: I wasn't privy to any C/Singing or review techniques or other EP data. Beyond this there is no confidential EP to my knowledge.

SPECIAL
RUNDOWNS

EDITORS NOTE

The following materials relate to rundowns which are the exclusive province of the Church of Scientology's Flag Land Base.

To date, the original materials have note been liberated from this institution. What is presented here are reconstructions of those materials by people who have trained and delivered them before leaving that organisation.

In the absense of the original materials, the following are presented on an "as is" basis and are used at your own discretion. No warranty is conferred or implied.

If the original materials should become available at a future date, a revision of this volume will done to include them.

The “L” Rundowns

INTRODUCTION

The L's were developed as a result of research into the levels above OT VIII. The success of the L's is startling. These rundowns can handle things that are handled nowhere else.

The breakthrough which exists here technically is so strong that it actually cuts through the normal protective mechanisms of the mind. It came actually from the OT Grades. It answers the question - Why does an OT restrain himself and cease to behave as an OT?

Each rundown is designed to terminatedly handle a specific area of a person's case. The L's are not grades in themselves but incredible boosters. The basic tech comes from research into increasing OT powers. They're a special class of rundown; they increase a person's power and effectiveness.

Part of the discovery was that this tech could be used lower down on the Bridge to get people up it faster - very much faster.

The L's address the basics of a thetan's case directly. They undercut the reactive mind and handle those factors which suppress the capacity to actually Do, Be and Have. They remove those things that can make a person less himself and far less powerful and causative as a thetan. These rundowns are designed to find and erase the basic counter intentions along one's dynamics. They stabilize a case.

The L's require an expert to run them. The auditor's TRs have to be perfect and there is no room for flubs. So don't audit these rundowns on a PC or PreOT until your auditing is flawless.

SETUP

In all the "L" Rundowns (L10, L11, and L12) the PC or PreOT is fully set up first with a C/S 53 and GF40 expanded if needed.

METHOD 6

The L type of assessment is Method 6.

Method 6 is addressed directly to the thetan, not to the bank. The auditor looks directly at the pc and says the question or item. That bypasses bank protective mechanisms.

A question is asked as a question, going up in the end as in regular assessment TRs.

However, on most of the L rundowns we are assessing in a declarative manner. Declarative is when one goes down in pitch rather than up at the end. Going through a list of possible valences we would declare each one directly to the pc with full intention. We are not asking, we are looking for a reaction on that item. Earlier M6 was done in an accusative manner. That was later revised to be a declarative manner.

PURPOSE OF THE L's

The Ls are intended to handle out-valence and evil purpose cases. We are handling main areas of resistiveness that are stopping the person from expanding. On L10 we handle the main valences that make him restrain his havingness. On L11 we handle evil purposes that keep him from acting. On L12 we stabilize his certainty of being himself. The 3 Ls roughly divide into Have (L10), Do (L11), and Be (L12).

Our main targets are past identities and evil purposes. We will gradually make the person realize that they are not him and thereby free him from them.

The Ls are tailored to the individual. Every pc might not need all the steps, some pcs need extra steps. Particularly L10 doesn't have a fixed program, but contains a number of different possible ways of getting items.

L 10

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 23 OCTOBER 1971

Flag Only
Class X Only

Only a full Class X
may type or run off
L-10 lists or materials

CLASS X CHECKSHEET

FOR L-10 (EXPORT)

C O N F I D E N T I A L

NAME:____________________________DATE STARTED: ____________________

ORG: _____________________________DATE COMPLETED:_________________

This course ma be taught only in an official Org which is qualified and specifically authorized to teach it.

Pre-requisite is successful completion and Internship of all levels up to and including Class IX.

Full completion of this checksheet including the auditing requirements entitles the student to the award of Class X Certificate.

Note: Students must be twinned in pairs. They remain twins for course study, Method 2 Word Clearing and for co-audit of the L-10 processes to L10 completion.

The skills of a Class X Auditor lie in flubbless TRs, Two Way Comm, Metering, Comm Cycle, understanding and application of the Overt Motivator Sequence, and perfect assessments. Therefore this checksheet specifically covers these aspects before the student begin the L-10 section itself. Other actions required in setting up a pc for L-10 are fully covered in precious levels and are not part of this course.

This checksheet must be done in sequence, star-rated once through except Sections 7 & 8 (the actual L-10 materials) which are zero rated once through both sections and then word cleared Method 2 then star-rated.

____

CLASS X CHECKSHEET - SECTION ONE - GENERAL

1. HCOPL 15 June 1970 Keeping Scientology Working __________

2. HCOPL 16 Apr 1965 The Hidden Data Line __________

3. HCOPL 19 Apr 1965 Ethics Training & Processing Regulations __________

4. HCOPL 27 May 1965 Processing __________

5. HCOPL 22 Nov 1967 Out Tech __________

6. HCOPL 23 July 1969 Auditor Assignment Policies __________

7. HCOPL 4 Feb 1970 PC Application for Major Actions __________

8. HCOB 4 Feb 1970 PC Application for Major Actions __________

9. HCOB 28 Apr 1971 Okays to Audit in HGCs __________

10. HCOPL 31 May 1968 Auditors __________

11. HCOPL 14 Oct 1968 The Auditors Code __________

12. HCOPL 2 Nov 1968 Additions to Auditors Code __________

CLASS X CHECKSHEET - SECTION TWO
ETHICS AND LEGAL

1. HCOPL 1 July 1965 Ethics Chits __________

2. HCOPL 5 Apr 1965 The Basis of Insanity __________

3. HCOPL 7 Aug 1965 Suppressive Person, Main Characteristics of __________

4. HCOB 28 Jan 1966 S&D Data, How a Suppressive Becomes One __________

5. HCOPL 1 Oct 1967 Uses of Orgs __________

6. HCOPL 27 Oct 1964 Policies on Physical Healing, Insanity and Potential Trouble Sources __________

7. HCOPL 26 Oct 1970 Institutional and Shock Cases Posting of Bonds __________

8. HCOPL 16 May 1970 Institutional and Shock Cases Petitions from __________

9. HCOPL 14 Dec 1970 Institutional and Shock Cases Petitions from Legal __________

10. HCOPL 12 July 1971 Parent or Guardian Assent Forms __________

CLASS X CHECKSHEET - SECTION THREE
COMM - ITSA - TRs

1. HCOB 23 May 1971 The Magic of the Comm Cycle __________

2. HCOB 23 May 1971 The Two Parts of Auditing __________

3. HCOB 23 May 1971 The Three Important Communication Lines __________

4.	Demonstrate in Clay		(a) Itsa	__________
			(b) The Itsa Maker Line	__________
5.	HCOB	23 May 1971	Comm Cycles Within the Auditing Cycle	__________
6.	HCOB	14 Aug 1963	Lecture Graphs	__________
7.	HCOB	5 Nov 1965	Lecture Graphs	__________
8.	HCOB	23 May 1971	The Communication Cycle in Auditing	__________
9.	Demonstrate in Clay		(a) Communication	__________
			(b) The Auditing Comm Cycle	__________
10.	HCOB	23 May 1971	Auditor Failure to Understand	__________
11.	Demonstrate in Clay		(a) The Mechanisms of Invalidation	__________
			(b) The Mechanics of Evaluation	__________
12.	HCOB	23 May 1971	Premature Acknowledgements	__________
13.	HCOB	5 Feb 1966	Letting the PC Itsa	__________
14.	Demonstrate in Clay		(a) What happens if the auditor lets the pc talk on and on	__________
			(b) Premature Acknowledgement and what causes it	__________
15.	HCOB	23 May 1971	Comm Cycle Additives	__________
16.	HCOB	23 May 1971	Recognition of Rightness of the Being	__________
17.	HCOB	8 Mar 1962	The Bad Auditor	__________
18.	HCOB	12 Feb 1966	The Dangerous Auditor	__________
19.	HCOB	4 Aug 1963	E-Meter Errors: Comm Cycle Error	__________
20.	HCOB	1 Oct 1963	How to Get Tone Arm Action	__________
21.	HCOB	8 Oct 1963	How to Get TA, Analysing Auditing	__________
22.	HCOB	25 Nov 1963	Dirty Needle	__________
23.	HCOB	3 Aug 1965	Auditing Goofs, Blowdown Interruption	__________
24.	Demonstrate in Clay		(a) What makes the TA move	__________
			(b) What causes a dirty needle	__________
25.	HCOB	25 June 1970	Fishing a Realization	__________

26.	HCOB 10 July 1970	2-Way Comm - A Class III Action	___________
27.	HCOB 3 July 1970	C/Sing 2 Way Comm	___________
28.	HCOB 6 Nov 1964	Styles of Auditing	___________
29.	HCOB 30 Apr 1969	Auditor Trust	___________

TAPES

1.	27 July 1954	Two Way Comm and the PTP	___________
2.	6 Oct 1954	Two Way Comm	___________
3.	22 Oct 1954	Two Way Comm	___________
4.	1 Nov 1954	Two Way Comm	___________
5.	29 Nov 1954	Two Way Comm	___________
6.	14 Aug 1963	Auditing Tips	___________
7.	15 Aug 1963	The Tone Arm	___________
8.	20 Aug 1963	The Itsa Line	___________
9.	21 Aug 1963	The Itsa Line	___________
10.	16 Oct 1963	The Itsa Maker Line	___________
11.	Demonstrate in Clay	(a) The Mechanics of Two Way Comm	___________
		(b) Over restimulation	___________
		(c) Under restimulation	___________

TRs

1.	HCOB 17 Apr 1961	Training Drills Modernized	___________
2.	HCOB 16 June 1971	Rapid Tr - 2	___________
3.	HCOB 7 May 1968	Upper Indoc TRs	___________
4.	HCOB 16 Nov 1965	Commands for Upper Indoc TRs	___________
5.	HCOB 12 Jan 1959	Tone of Voice - Acknowledgement	___________
6.	HCOB 26 Apr 1971	TRs and Cognitions	___________
7.	HCOB 20 Feb 1970	Floating Needles and End Phenomena	___________

TRs - PRACTICAL

TR - 0	__________	TR - 4	__________
TR - 1	__________	TR - 6	__________
TR - 2	__________	TR - 7	__________
TR - 2 RAPID	__________	TR - 8	__________
TR - 3	__________	TR - 9	__________

CLASS X CHECKSHEET - SECTION FOUR
RESPONSIBILITY AND THE O/M SEQUENCE

1.	HCOB 1 Nov 1968	Overt - Motivator Definitions	__________
2.	Demonstrate in Clay	(a) An Overt	__________
		(b) A Motivator	__________
3.	HCOB 18 Dec 1957	Psychosis, Neurosis, and Psychiatrists	__________
4.	HCOB 17 May 1958	Beingness Again	__________
5.	HCOB 17 Dec 1958	Basic Postulate of Overt Motivator Sequence	__________
6.	HCOB 7 May 1959	New Process theory	__________
7.	HCOB 23 Dec 1959	Responsibility	__________
8.	HCOB 21 Jan 1960	Justification	__________
9.	Demonstrate in Clay	(a) Withhold	__________
		(b) The Overt Motivator Sequence	__________
		(c) The Mechanics of Justification	__________
10.	HCOB 4 Feb 1960	Theory of Responsibility Processing	__________
11.	HCOB 4 Feb 1960	Overt Manifestations on a Low Toned Case	__________
12.	HCOB 18 Feb 1960	How to Run O/W and Responsibility	__________
13.	Demonstrate in Clay	(a) Responsibility	__________
		(b) Why a thetan restrains himself	__________
		(c) How O/W works	__________
14.	HCOB 25 Feb 1960	Scientology Can Have a Group Win	__________

15.	HCOB 9 June 1960	The Basic Assumptions	__________
16.	Demonstrate in Clay	(a) The mechanics of Out - of - Valence	__________
17.	HCOB 13 Aug 1962	Rockslams and Dirty Needles	__________
18.	HCOB 7 Dec 1964	PTPs, Overts and ARC Breaks	__________
19.	HCOB 4 Apr 1965	ARC Breaks and Missed Withholds	__________
20.	HCOB 29 Sept 1965	The Continuous Overt Act	__________
21.	HCOB 30 June 1967	Evidences of an Aberrated Area	__________
22.	HCOB 6 June 1969	Prediction and Consequences	__________
23.	HCOB 31 Dec 1959	Blow offs	__________
24.	HCOB 31 Jan 1970	Withhold, Other Peoples	__________

<u>TAPES</u>

1.	6001C01	SMC - 1	Opening Lecture	__________
2.	6001C01	SMC - 2	Responsibility	__________
3.	6001C01	SMC - 3	Overts and Withholds	__________
4.	6001C02	SMC - 4	A 3rd Dynamic in Scientology	__________
5.	6001C02	SMC - 5	Marriage	__________
6.	6001C02	SMC - 6	Group Processing	__________
7.	6001C03	SMC - 7	Zones of Control, Rsponsibility	__________
8.	6001C03	SMC - 8	Create and Confront	__________
9.	6001C03	SMC - 9	Your Case	__________
10.	6102C09		Illness, Insanity and Axiom 2	__________
11.	6102C10		Procedure, Duplication and What People Do	__________
12.	6102C16		Machinery and Games Thetans Play	__________

13. Write and essay on relationship of O/W sequence to Insanity, Valences and Cause Level __________

CLASS X CHECKSHEET - SECTION FIVE
PC OBNOSIS

1.	HCOB 26 Oct 1970	Obnosis and the Tone Scale	________
2.	HCOB 19 June 1970	C/S Series No. 8 Chart of Human Evaluation	________
3.	Chart	Chart of Human Evaluation	________
4.	HCOB 18 Sept 1971	Scales	________
5.	HCOB 25 Sept 1971	Tone Scale in Full	________
6.	HCOB 29 July 1964	Good Indicators at Lower Levels	________
7.	HCOB 26 Apr 1969	Bad Indicators	________
8.	HCOB 28 Feb 1959	Analysis of Cases	________
9.	Demonstrate in Clay	How auditing affects Tone Level	________

10. Drill: Walk around the Org. Observe and talk briefly to 10 people individually. Spot their tone levels and note down their manerisms and characteristics by which you ascertained their levels.

CLASS X CHECKSHEET - SECTION SIX
METERING

1.	E - Meter Essentials	Section F, The Needle	________
2.	HCOB 14 Jan 1963	Rings Causing Rock Slams	________
3.	HCOB 21 Jan 1964	Breath and Body Action	________
4.	HCOB 5 Oct 1968	ARC Break Needle	________
5.	HCOB 7 Oct 1968	ARC Break Needle	________
6.	HCOB 28 Feb 1971	Meter Reading Items	________
7.	HCOB 14 Mar 1971	F/N Everything	________
8.	HCOB 23 May 1971	Metering	________
9.	HCOB 24 Oct 1971	False TA	________
10.	HCOB 10 Dec 1965	E-Meter Coaching	________
11.	HCOB 16 June 1971	Advanced E-Meter Drills	________

E-METER DRILLS (per Book of E Meter Drills)

EM Drill 11	________	EM Drill 12	________
EM Drill 13	________	EM Drill 14	________
EM Drill 15	________	EM Drill 16	________
EM Drill 17	________	EM Drill 18	________
EM Drill 19	________	EM Drill 20	________
EM Drill 21	________	EM Drill 23	________
EM Drill 24	________	EM Drill 27	________

Advanced E Meter Drill No. 2 (Per HCOB 16 June 1971 ________

CLASS X CHECKSHEET - SECTION SEVEN
L - 10 ITSELF

1.	HCOB 22 Jan 1971	The Fabulous L-10	________
2.	HCOB 25 Mar 1971	Re: Auditing Requisite of Auditors Auditing L10	________
3.	HCOB 13 Aug 1971	L10 Training Prerequisites	________
4.	HCOB 19 July 1971	C/S Series 52 Internes	________
5.	HCOB 25 Mar 1971	L10 Prerequisites. Setting Up a Pc for L10s	________
6.	HCOB 27 Sept 1966	The Anti Social Personality	________
7.	HCOB 28 Nov 1970	Psychosis	________
8.	HCOB 17 Sept 1971	Data for Class X	________
9.	HCOB 17 July 1971	C/S Series 51 Out Of Valence	________
10.	Demonstrate in Clay	(a) Psychosis	________
		(b) The Anti Social Personality	________
		(c) How an SP Becomes One	________
11.	HCOB 10 May 1971	F/N Style	________
12.	Demonstrate in Clay	(a) What Stops an F/N	________
		(b) What Happens if Each Item is Not Taken to F/N in L10	________
13.	HCOB 18 Sept 1971	L10 Style Assessment	________

14.	Demonstrate in Clay	(a) L10 Style assessment	__________
15.	HCOB 11 May 1971	L10 Slows	__________
16.	Demonstrate in Clay	(a) The effect of L10 on an improperly set up case	__________
		(b) The effect of slow TR-2 in L10	__________
		(c) The mechanics of a lie	__________
		(d) The effect of auditing over an evil life	__________
17.	HCOB 25 June 1971	Major L10 Errors	__________
18.	HCOB 25 June 1971	L10 General Notes	__________
19.	HCOB 25 Mar 1971	How to Extract Items for O/Ws from L10 W/S	__________
20.	HCOB 17 Sept 1971	L10 Repowered O/W Commands	__________
21.	HCOB 11 May 1971R	Evil Lives	__________
22.	HCOB 22 Sept 1966	Clear and OT	__________
23.	HCOB 2 Aug 1971	The State of Clear and OT	__________
24.	HCOB 22 June 1971	End Phenomena of L10s	__________
25.	WORD CLEARING	Word Clear Method 2 on all HCOBs in this Section	__________
26.	Demonstrate in Clay	(a) What is acheived by L10	__________

NOTE: The student should have completed his own L10 as a case before proceeding with section eight.

CLASS X CHECKSHEET - SECTION EIGHT
L10 RUNDOWN

(The materials of this section constitute the “L10 Pack” one of which is issued for each Pc.)

1.	HCOB 27 June 1971R	L10 Checklist	__________
2.		Important Note	__________
3.		Instruction Sheet	__________
4.		Applicant for L10 Form	__________

5.			Auditor C/S Attest Form	________
6.	HCOB	27 Mar 1971	Considerations Rundown	________
7.	HCOB	14 Sept 1971	Two Way Comm C/Ses for L10	________
8.	HCOB	26 June 1971R	Full Lie Rundown	________
9.	HCOB	14 Sept 1971	L10 Program Assessment	________
10.	HCOB	8 Feb 1971	L10 PA Handling Sheet	________
11.	HCOB	18 Jan 1971	L10 1 Motivator List	________
12.	HCOB	19 Jan 1971	L10 2 Overt List	________
13.	HCOB	18 Sept 1971	E/Purpose General	________
14.	HCOB	20 Jan 1971	L10 Others To Others	________
15.	HCOB	30 Nov 1971	L10 LTA Omission List	________
16.	HCOB	15 Sept 1971	E/Purpose Multiple C/S	________
17.	HCOB	15 Sept 1971	Greatest O/M RD C/S	________
18.	HCOB	15 Sept 1971	Enemy R/D Multiple C/S	________
19.	HCOB	1 Feb 1971	L10 2D 1 and 2	________
20.	HCOB	7 Feb 1971	L10 G Group Approach L10	________
21.	HCOB	27 June 1971	MEST RD Lists	________
22.	HCOB	27 June 1971	MEST RD Lists	________
23.	HCOB	28 Dec 1970	L10 Result Assessment	________
24.	HCOB	27 June 1971	L10 RA Handling Sheet	________
25.	HCOB	15 Sept 1971	Special C/S for L10 RA 33	________
26.	HCOB	26 June 1971	The Connections List	________
27.			Final Instructions	________
28.	Word Clear Method 2 on the materials of this section			________

DRILLS: (Per HCOB 23 Oct 1971 L10 Drills)

1.	TR X-1	(a) 2W/C	____	2.	TR X-2	(a) L10 Style Assessment	____
		(b)	____			(b)	____
3.	TR X-3	(a) 6W O/W	____	4.	TR X-4	(a) Consideration R/D	____
		(b)	____			(b)	____
5.	TR X-5	(a) Lie R/D	____	6.	TR X-6	(a) L10 PA	____
		(b)	____			(b)	____
7.	TR X-7	(a) L10 Lists	____	8.	TR X-8	(a) L10 LTA	____
		(b)	____			(b)	____
9.	TR X-9	(a) L10 2D 2	____	10.	TR X-10	(a) E/Purp	____
		(b)	____			(b)	____
11.	TR X-11	(a) E/Purp Mul	____	12.	TR X-12	(a) Enemy R/D	____
		(b)	____			(b)	____
13.	TR X-13	(a) Great O/M	____	14.	TR X-14	(a) Life R/D	____
		(b)	____			(b)	____
15.	TR X-15	(a) MEST R/D	____	16.	TR X-16	(a) Connections R/D	____
		(b)	____			(b)	____
17.	TR X-17	(a) E/Purp Mul	____				
		(b) L10 RA	____				

CLASS X CHECKSHEET - SECTION NINE
C/SING CLASS X

A thorough knowledge of all the materials of this course is essential to the C/Sing of L10. In addition, the following are relevant.

1.	HCOB 23 Aug 1971	Auditors Rights	__________
2.	HCOB 16 June 1970	What the C/S is Doing	__________
3.	HCOB 19 June 1970	Chart of Human Evaluation	__________
4.	HCOB 3 July 1970	C/Sing 2W/C	__________

5.	HCOB 21 Aug 1970	Session Grading	__________
6.	HCOB 26 Aug 1970	Session Grading	__________
7.	HCOB 8 Oct 1970	Persistent F/N	__________
8.	HCOB 28 Nov 1970	Psychosis	__________
9.	HCOB 28 Feb 1971	Metering Reading Items	__________
10.	HCOB 6 Mar 1971	Long C/Ses	__________
11.	HCOB 31 Mar 1971	Programming & Misprogramming	__________
12.	HCOB 26 May 1971	Mixing Major Actions	__________
13.	HCOB 21 Oct 1971	Intensive Programs	__________
14.	HCOB 9 June 1971	Complete Cycles	__________
15.	HCOB 19 June 1971	C/S Rules	__________
16.	HCOB 19 June 1971	Declares	__________
17.	HCOB 20 June 1971	The Supreme Test of a C/S	__________
18.	HCOB 17 July 1971	Out of Valence	__________
19.	HCOB 29 Mar 1970	Auditing and Ethics	__________

I attest that I have completed the above checksheet and that I understand and can apply the materials:

____
(Student)

____
(Supervisor)

Student has passed L10 written exam 100%

____
(Student Examiner)

L. RON HUBBARD
Founder

LRH: ojr; rs

L 10

L10 is designed to handle the things a thetan uses to restrain himself. The person regains his ability and power to do those things he intends to do and as a result he feels more at cause than ever before. L10 is an action that really releases a person's power on the third and fourth dynamic. It takes off the stops that hold a person back on these dynamics.

L10 will boost the individual's confront and responsibility level and consequently raise his doingness level.

PREREQUISITES: L10 is not restricted to only those who have completed OT III. The only prerequisites to L10 are a complete NED Drug R/D and Expanded Grades. It may not be done in the Non-interference Zone between Grade VI R6EW and OTIII.

Note - All assessing is done M-6 (the L10 method of assessing a list). You look at the PC or PreOT and give him directly every item or question on the list. (Tape recording 7106C12)

L10 EP

Freedom from self-restraint. His reach (havingness) is increased.

L10 BASIC APPROACH

0) Handle any identities the pc is assuming when he goes into session. Any fixed valences he uses to be audited with.

1) 2WC for areas the pc has difficulty with or terminals he has trouble handling.

2) Get an identity or terminal associated with the area. The way we do that depends on the pc's reality. On a higher level pc we can ask for identities that would represent the area, for lower level pc we might just ask for an identity associated with the area. Use whatever concept that communicates best: Identity, Valence, Character, Beingness, etc. If pc lists we would go to a BD F/N item. "Who or What would have ___?" can be used. If pc gives "Me" as an identity: get it translated into a description of the identity. If it isn't possible, use "Me" in the steps anyway.

3) O/Ws on item:

   1. "What has a ____ done?"
   2. "What has a ____ withheld?"

   We do this to unburden the item so that we can get to the basic purpose of it.

4) L&N for <u>basic</u> purpose / <u>basic</u> intention of the item:
   "What is the basic purpose or intention of _____?"

   Date to blow / Locate to blow this purpose if evil.

5) If not completely handled / still some attention on the identity, 2wc or L&N: "What identity would oppose (the item)?"

Same handle: 3)-5). May have to continue opposing each identity until handled.

6) On heavily charged terminals or opposing terminals one can do Quad O/Ws, Quad Ruds, and Can't Have, Enforced Have steps - as needed.

7) The 2WC in 1) is taken to F/N and flat. Pc may have many identities in the area

8) Many other methods can be used to get valences. The standard L10 RDs can be used as well as others, e.g. LX lists.

L10 RUNDOWNS

1) L10 Prior Assessment (P.A.):A list of potentially charged dynamics/areas from which to tailor and develop or C/S L10 O/W questions/lists

2) M6 assess then 2WC E/S to F/N, find intention behind

L10 M1 List of motivators (general)

M2 List of overts (general)

L10 2D 1) 2nd dynamic motivators

2) 2nd dynamic overts

L10 Group O/W on all flows 0-4

MEST/LIFE RD: O/Ws on 5+6 dynamics

3) Considerations RD:

4) Connections RD: (Questions designed to get aberrated connections terminals/ dynamics ... Expanded dynamics list, take reading items 2WC to F/N)

5) Enemy RD: I - L&N "Who do you consider an enemy" (handled all flows)
II - O/W item
III - E/Purp had + Date/Locate to blow.

6) Greatest Overt: L&N "What was the greatest overt you committed on the Whole Track?" ... D/L + do FL0-4

7) E/Purp Multiple: (See ExDN pack in Vols.) "What evil purpose have you had towards another?"

8) Lie RD: L&N "What was your greatest lie on the Whole Track?"

9) L10 RA (Results Assessment):

L10 PRIOR ASSESSMENT

1. M6 Assess an expanded dynamics list like the one below.

2. Get considerations about each reading item. Look for service facs and evil purposes, ways he is resisting the item.

3. Date/Locate any evil purposes found.

<u>Expanded Dynamics List (symbiotes & items on dynamics)</u>

<u>1D, Self:</u>

thetan	individuality	identity	mental machinery
a mind	a skill	tool	clothing
career	identification	human body parts	brain
body	cells	car	house
food	meals	vehicle	decorations
certificates	diplomas	body organs	viewpoints
a habit	appetite	ego	urge to survive as individual
auditing	hobby	medicine	self improvement
study	book	ornament	grooming
personal hygiene	self expression	health	product
GE	job	paycheck	

<u>2D, Sex & Family:</u>

food preparation	duplication	child	sex
genital	penis	vagina	sperm
ovum	semen	conception	childhood
mother	farther	matriarch	patriarch
son	daughter	intercourse	family
home	desire	virility	impotence
a marriage	seduction	urge to procreate	sexual pleasure
sexual sensation	courting	feminity	masculinity
pregnancy	birth	babies	breasts
contraceptives	homosexuality	bisexuality	sexual practices
rape	promiscuity	VD	relatives
family ties	incest	mother’s milk	abortion
prenatal	influence	mating	nurturing
menstruation	infatuation	sexual love	sibling

<u>3D, Group:</u>

club	flag	insignia	meeting place
uniform	rank	the state	members
membership	law	rules	corporation
agreement	team	a race	team mates
constitution	constituency	politics	leaders
followers	morals	commandments	policy
admin	organization	org board	orders
school	education	exchange	military
police	prison	criminal	mores
language	urge to join	war	government
democracy	tyranny	aristocracy	collective

4D, Mankind:

commerce	human species	ecology	development of space
space travel	world travel	genocide	exploration
human race	brotherhood	united nations	world organization
world trade	confederations	world citizenship	league of nations
esperanto	world health	world treaties	international agreements
human rights	world systems	world communication	urge to act in concert
free trade	global contract	world government	human dignity
common man			

5D, Life Forms:

plant	animal	primate	body
bird	reptile	fish	cell
virus	biology	embryo	egg
organic	form	seed	insect
mollush	lichen	protozoa	organs
tissue	bloom	chlorofil	protein
amino acids	RNA	DNA	genes
garden	harvest	pets	ecology
pollution	extraterrestrials	aliens	urge to survive as life form
life energy	fertilizer	nutrients	urge to improve life forms
photon converter	bacteria	elan vital	

6D, MEST:

wavelength	object	mass	atom
molecule	quanta	particle	smoke
clouds	time	space	a dimension
form	gravity	force	light
fluids	chemicals	mineral	rock
earth	planet	star	plasma
air	galaxy	solar system	physical universe
shape	size	elements	direction
vector	ridge	beam	explosion
implosion	subatomic particles	electricity	density
compounds	vacuum	mixtures	weather
tendency to persist	condense	wind	fire
water	location		

7D, Spirit:

aesthetic wave	value	ghost	spirit
art object	beauty	the occult	magic
voodoo	mediums	masters	symmetry
logic	creative urge	sublimation	ambiguity
poetry	theory	idea	theta
OT	virtue	architecture	literature
essay	writing	imagination	mathematics
evil	courage	goodness	purity
own universe	astral body	ectoplasm	telepathy
telekinesis	metaphysics	ethics	justice
philosophy	immortality	freedom	free will
nobility	style	urge to create	

8D, Infinity:

religion	worship	goddesses	profanity
priest	guru	avatar	sacrifice
omnipotence	omnipressence	gods	deity
divinity	sublime essence	immanence	radiance
grace	infinite potentiality	hymn	blasphemy
demon	trancendence	church	prayer
religious practice	rites	absolute	co-existence of static
basic truth	as-isness	miracles	divine healing
faith	belief	idols	sacred texts
gospels	sutras	parables	urge to ultimate truth
self trancendence	sacred teachings	heaven	hell
devil	angel	paradise	wrath of God
godlike states			

Another way of getting items on the dynamics:

L&N for each dynamic:

Who or what (W/W) represents the (Dynamic) ?

or

W/W would represent the (Dynamic) ?

For example:

W/W represents the first dynamic? LF

Item: an engineer LFBD F/N

Write down PCs answer and note all reads. R-factor to PC that his answer will be used to prepare and tailor the next steps in the RD

Repeat for all the other dynamics.

8D RUNDOWN

a) L10 M1 List of Motivators} done in one session to avoid
} restim by
M2 List of Overts } unflat O/M sequence.

Use prepared lists of motivators * and overts plus Qs constructed from preassessment (200Qs)

Handling: M6 assess then 2WC ES to F/N if read.

On heavily charged Q: ask

"What would be the intention behind someone who would e.g. punish someone? L/N then D/L Intention

OR:

On heavily charged Overt: L&N for Intention then D/L.

b) Same as above for dynamics 2-6. Ref: L10 outline.

* Use general compilations of various sec check lists (e.g. Whole Track, Children etc rephrased as O/M)

Possible Questions:

2D:

1. Is the 2D something to stay away from?
2. Have you been made to feel inadequate sexually?
3. Have you been made wrong for loving someone?
4. Have you desired someone and not won them over?
5. Was there someone that insisted you were at fault in the 2D?
6. Has a 2D partner used anger to get their way?
7. Have you been stopped on the 2D?
8. Has a 2D partner forced you into something you don't want?
9. Have you gone along with a 2D when you knew it was wrong?
10. Have you conceded a major point on the 2D when you shouldn't have?
11. Have you left a 2D for no good reason?
12. Have you harmed a 2D?
13. Have you withheld your true intentions to a 2D?
14. Does some destructive impulse get in the way of your 2D happiness?
15. Are you ruled by an evil intention when it comes to the 2D?
16. Do you have hostility to the opposite sex?
17. Is there an evil intention that is blunted on the 2D?
18. Is ther something you want to do and shouldn't on the 2D?
19. Has cruelty been a part of your past on the 2D?

20. Is there a past life 2D partner you have ruined?
21. Is ther a past life partner that you have suppressed?
22. Have you stopped another 2D?
23. Is there some reason for hurting another in the 2D?
24. Does some consideration make what you do on the 2D right no matter what?
25. Have you been afraid to reveal something on the 2D?
26. Do you withhold your real purposes on the 2D?
27. Has the 2D been a source of revenge for you?
28. Are you proud of some overt on the 2D?
29. Is the 2D something to stop?
30. Is the 2D not worth it?
31. Are women better left alone?
32. Has a destructive impulse been missed on the 2D?

3D:

1. Have you been ousted from a group for no good reason?
2. Have you had a group make you out to be a failure when you weren’t
3. Was a group determined to stop ;you?
4. Was a group threatening to you?
5. Was a group invalidating your initiative?
6. Has any group failed to better you?
7. Have you gone along with the wishes of a group when it was wrong?
8. Have you taken on a group purpose that was destructive?
9. Have you sided with a traitor of a group?
10. Have you been an agent against a group that turned out to be worthwhile?
11. Is there a group that you sided with that did in a lot of people?
12. Have you been a member of a group whose intent was to harm?
13. Have you been in a group that chose to hate some part of mankind?
14. Is there a group you were in that aided only the rich and influential?
15. Is there a group that you have actually worked against?
16. Have you broken up a group through sabotage?
17. Have you played two groups against each other?
18. Have you been a destructive source in a group?
19. Have you had the impulse to do away with any group?
20. Have you let a group die off?
21. Have you spied on a group and ruined it?
22. Is there a hidden distrust of anyone in a group?
23. Do you hide an evil intention while in a group activity?
24. Have you ever failed with a purpose to harm any group?
25. Has a leader been you enemy?28.

6D:

1. Are your possessions your own?
2. Have you been bought off with possessions?
3. Have you let things decay?
4. Has MEST been your enemy?
5. Have you stolen things?
6. Have you been destructive to another's belongings?
7. Have you intentionally hurt an object?
8. Have you used energy to dictate to others?
9. Have you used MEST to do something evil?
10. Is there an impulse to do something to MEST?
11. Have you grabbed another's space?
12. Have you destroyed an aesthetic creation?
13. Have you failed to control a harmful intention with energy?
14. Have you let time dictate to you?
15. Have you created something that harmed a lot of people?
16. Has an object of yours been used for destructive purposes?
17. Have you created something with an intent to use it for destruction?
18. Have you had to restrict yourself in your pursuit of possession?
19. Has a destructive impulse gotten in the way of your pursuit for material wealth?
20. Has a destructive impulse towards MEST been missed?

Comm Enforcements

1. Have you enforced comm on another?
2. Has comm been enforced on you?
3. Has your affinity been inhibited?
4. Have you blunted another's affinity?
5. Have you enforced your reality on another?
6. Has another enforced reality on you?
7. Have you been indoctrinated into thinking a certain way?
8. Have you insisted another have your views?
9. Have you been made to do things you didn't want?
10. Have you forced antoher to do something against his own will?
11. Have you been made to be something you didn't want to be?
12. Have you forced another to act in a certain way?
13. Have you been forced on an object you didn't want?
14. Have you made someone own something they didn't want?
15. Have you been made to lie?
16. Have you made another distort the truth?

17. Have you gotten your own way by force?
18. Have you inhibited another by beingness?
19. Have you had your identity inhibited by someone?
20. Has an identity been enforced on you?
21. Have you made someone be where they didn’t want to be?
22. Have you been put somewhere you didn’t want to be?
23. Have you been made to know something?
24. Have you enforced data on someone else?
25. Has responsibility been forced on you?
26. Have you made another be responsible?
27. Have you had your comm inhibited?
28. Have you inhibited another’s comm?
29. Have you had your comm refused?
30. Have you refused another’s comm?
31. Have you been party to false affinity?
32. Has someone been false with their affinity to yoiu?
33. Have you received false affinity?
34. Have you had your reality inhibited?
35. Have you inhibited another’s reality?
36. Have you refused another’s reality?
37. Has you reality been refused?
38. Has someone falsified your reality?
39. Have you made another’s reality look false?

Another Sec Check

1. Do you lie about yourself?
2. Do you suppress yourself in some way?
3. Do you suppress life?
4. Do you connect yourself with bad influences?
5. Do you connect up with bad memories?
6. Is there some connection you wont let go of?
7. Do you always act in a certain way?
8. Do you own your loyalty to no one?
9. Are you doing yourself in?
10. Do you ant to or intend to do yourself in?
11. Are you on a succumb?
12. Do you wish to succumb?
13. Do you plan to let yourself go unrestrained?
14. Have you ever sought revenge on your family?
15. Have you ever done a family member in?

16. Have you made someone in your family guilty?
17. Have you ever brutalized another with sex?
18. Is sex destructive?
19. Is love harmful?
20. Are you best left alone?
21. Is rape justifiable?
22. Do you hold the opposite sex in contempt?
23. Are women stupid?
24. Do you lie about sex?
25. Do you have a secret desire to annihilate the opposite sex?
26. Is violence justifiable on a woman?
27. Are you implanted to feel a certain way about sex?
28. Do you have a dirty mind?
29. Are groups worthwhile?
30. Is there a leader you've done in?
31. Do you have a secret hatred towards groups?
32. Are you desirous of a group's support?
33. Have you let any group die off?
34. Are groups better left to followers?
35. Are you spied on?
36. Is someone after you?
37. Do you have an evil impulse towards any group?
38. How long should any group last?
39. What makes a group fail?
40. Do you plan to seed the growth of unrest in any group?
41. Do you judge people by race?
42. Are certain religions harmful?
43. Is there any race you have it in for?
44. Does it pay to be destructive?
45. How powerful do ;you have to be to be successful?
46. What connection is sacred?
47. What part of mankind is harmful?
48. Have you justified a destruction of a race?
49. ARe other people necessary?
50. Is there some object you are connected with?
51. Is there a certain time period you dwell upon?
52. Is there something your energy is absorbed in?
53. Is there a space you are forbidden in?
54. Are spirits evil?
55. Is your spirituality threatened?
56. Are spirits overpowering?
57. Have you squashed a thetan out of existence?

58. Has your existence been questioned?
59. Have you lost out to a body?
60. Do you seek revenge against a spirit or thetan?
61. Are you a traitor?
62. Is your cause lost?
63. Do you intend to create havoc?
64. Is life worth living?
65. Are people better off dead?
66. What makes people insane?
67. Why are people suspicious?
68. Is there a past life that was a failure?
69. Is there a past life that was important?
70. Is there a past life that you can’t talk about?
71. Is there a past life that was evil?
72. What past life was critical?
73. What past life was suspicious?
74. Are you facing eternity with lack of hope?
75. Is eternity a dreaded matter?
76. What would move you to violence?
77. What motivates mankind?
78. Are you motivated by any impulse?
79. Why do people hate?
80. Is your survival dependent on an outside source?
81. Is your destiny decided by someone else?
82. Should you be punished forever?
83. Will all be the same?
84. How can you be stopped?
85. How can you be made nothing of?
86. Is there hope for man?
87. Has this all been run on someone else?
88. Are you waiting for something magical to happen?
89. Have you decided it was a waste?
90. Do you intend to make trouble after the auditing?

OVERTS BY DYNAMICS R/D

FIRST DYNAMIC

1. Have you ever denied yourself an opportunity?
2. Is there something you haven't let yourself have?
3. Have you ever deliberately made someone think badly of you?
4. Have you ever made someone punish you?
5. Have you ever distrusted yourself?
6. Have you ever made yourself sick?
7. Have you ever deliberately hurt yourself?
8. What haven't you let yourself do?
9. Have you ever considered anything to be "Much too good for you"?
10. Have you ever hated yourself?
11. Have you ever decided you were unworthy of your friends?
    family?
    job?
12. Have you ever prevented yourself from accomplishing something?
13. What haven't you let yourself feel?
14. What haven't you let yourself think?
15. Have you ever restrained yourself from a desired sexual experience?
16. Is there anything you won't let yourself eat?
    drink?
17. What won't you let yourself see?
    hear?
    touch?
18. What won't you let yourself understand?
19. Have you ever attempted suicide?
20. Have you ever misused a body part?
21. Have you ever punished yourself?
22. Have you ever lied to yourself?
23. Have you ever failed to care for a body part?

2ND DYNAMIC (Family)

1. Have you ever been a disturbing element in a family?
2. Have you ever joined a family out of revenge?
3. Have you ever disowned a member of your family?
4. Have you ever gotten a relative into trouble?
5. Have you ever worked against your family?
6. Have you ever badly raised a child?
7. Have you failed to provide for a child of yours?
8. Have you ever split up a family?
9. Have you ever had a bastard?
10. Have you ever passed off a bastard as legitimate?
11. Have you ever claimed a blood-relationship you didn't have ?
12. Have you ever forced a child into an unsuitable profession?
13. Have you ever forced a child into a loveless marriage?
14. Have you ever interfered with an inheritance?
15. Have you ever had a member of your family incarcerated?
16. Have you ever had an abortion?
17. Have you ever exposed an infant?
18. Have you ever physically injured a relative?
19. Have you neglected your child's education?
20. Have you caused hostile factions within a family?
21. Have you ever lived parasitically on your family?

SECOND DYNAMIC (Sex)

1. Have you ever sexually aroused someone and then not satisfied him (her)?
2. Have you ever been sexually aroused by an object?
3. Have you ever aroused another sexually with an object?
4. Have you ever made love to a person of the wrong age?
5. Have you ever made love to a person of the wrong sex?
6. Have you ever made love to a person of the wrong class?
7. Have you ever made love to a person of the wrong race?
8. Have you ever made love to a creature of the wrong species?
9. Have you ever made love to someone who belonged to another?
10. Have you ever taught another perverted sexual practices?
11. Have you ever invented perverted sexual practices?
12. Have you ever used sex unethically?
13. Have you ever made love to a person you disliked?
14. Have you ever used the wrong body part for intercourse?
15. Have you ever caused someone to be castrated?
16. Have you ever made someone's body more exciting by warping or distorting it?
17. Have you ever raped anyone?
18. Have you ever failed to have intercourse with someone you should have?
19. Have you ever had sex with a member of your own family?
20. Have you ever made love to a person of your own sex?
21. Is there anything about your sex life that would be unsafe to reveal?
22. Have you ever misused sex?
23. Have you ever withheld sex?
24. Have you ever stood up a date?

THIRD DYNAMIC

1. Have you ever joined a group without being qualified?
2. Have you ever given a group less than you received from it?
3. Have you ever split a group into factions?
4. Have you ever perverted the purpose of a group?
5. Have you ever made a group too dependent on you, and then left?
6. Have you ever belonged to a secret society?
7. Have you ever gone over to the other side?
8. Have you ever been an informer?
9. Have you ever brought your group into disrepute?
10. Have you ever weakened your group?
11. Have you ever been a spy?
12. Have you ever been a double agent?
13. Have you ever permitted your group to be wiped out?
14. Have you ever joined a group you considered bad?
15. Have you ever given a group bad leadership?
16. Have you ever given a group bad service?
17. Have you ever provided badly for your group?
18. Have you ever made your side lose?
19. Have you ever injured the survival of a fellow group member?
20. Have you ever enturbulated a group?
21. Have you ever done anything to a group?
22. Have you ever destroyed or reduced the survival of your own group?

FOURTH DYNAMIC

1. Have you ever treated a member of your species like an animal?
   a machine?
2. Have you ever made territory uninhabitable?
3. Have you ever resigned from the human race?
4. Have you ever pretended to be a human being?
5. Have you ever done anything to keep mankind from uniting?
6. Have you ever tried to exterminate a species?
7. Have you ever pretended to be a member of a different species?
8. Have you ever denied a species a place to live?
9. Have you ever prevented a species form reproducing?
10. Have you ever perverted the purpose of a species?
11. Have you ever kept your own species ignorant?
12. Have you ever eaten a member of your own species?
13. Have you tried to start a war among your own species?
14. Is there anything you’ve done to a species that would be unsafe for you to reveal?

FIFTH DYNAMIC

1. Have you ever treated living creatures like objects?
   machines?
2. Have you ever damaged crops?
3. Have you ever used bad breeding stock?
4. Have you ever eliminated good breeding stock?
5. Have you ever crippled or killed living creatures for fun?
6. Have you ever cut down trees without replanting?
7. Have you ever let weeds take over cultivated areas?
8. Have you ever failed to fertilize crops?
9. Have you failed to provide water for livestock?
   crops?
10. Have you ever put life forms to strange uses?
11. Have you ever polluted water sources?
12. Have you ever killed off a useful species faster than it could breed?
13. Have you ever abused a living creature?
14. Have you ever castrated or spayed domestic animals?
15. Have you ever bred warped life forms?
16. What life forms have you eaten?
17. What life forms have you fed to other life forms?
18. Have you ever kept a life form in an unsuitable environment?
19. Have you ever destroyed other life forms?

SIXTH DYNAMIC

1. Have you ever failed to maintain a machine properly?
2. Have you ever destroyed a useful object?
   beautiful object?
3. Have you ever hid an object?
4. Have you ever made harmful combinations of matter?
5. Have you ever wasted metals?
   chemicals?
   inorganic materials?
6. Have you ever misused a tool?
   machine?
7. Have you ever forgotten how to build something?
8. Have you ever perverted the use of a scientific discovery?
9. Have you ever built something destructive?
10. Have you ever built something that didn’t work?
11. Have you ever made an ugly “work of art”?
12. Have you ever put things too far apart?
13. Have you ever put things too close together?
14. Have you ever made a location a mystery?
15. Have you ever misplaced something in time?
16. Have you ever forgotten a place?
17. Have you ever made an object mysterious?
18. Have you ever made something vanish?
19. Have you ever made something imperceptible?
20. Have you ever misapplied energy?

SEVENTH DYNAMIC

1. Have you ever denied the existence of Beings?
2. Have you ever made people believe they weren't Beings?
3. Have you ever persuaded others some thoughts are bad?
4. Have you ever made a Being believe he was evil?
5. Have you ever made another forget?
6. Have you ever forced a beingness on another?
7. Have you ever made another believe he was somewhere else?
8. Have you ever made another believe he was in a different time?
9. Have you ever made another believe he was someone else?
10. Have you ever confused another's memory?
11. Have you ever persuaded another there were things he must resist?
12. Have you ever prevented another from perceiving?
13. Have you ever prevented another from being something?
14. Have you ever convinced another his postulates didn't work?
15. Have you ever made another experience something he didn't wish to?
16. Have you ever convinced another that he was weak?
17. Have you ever convinced another that he was incompetent?
18. Have you ever convinced another that he was insane?
19. Have you ever convinced another that he was stupid?
20. Have you ever convinced another that he was dishonorable?
21. Have you ever driven another insane?
22. Have you ever enslaved another?

EIGHTH DYNAMIC

1. Have you ever doubted the truth of your religion?
2. Have you ever desecrated a holy place?
   sacred object?
3. Have you ever disobeyed God's commandments?
4. Have you ever failed to perform your religious duties?
5. Have you ever neglected an opportunity to save a sinner?
6. Have you ever been disrespectful to a holy person?
7. Have you ever compromised your religious convictions?
8. Have you ever attacked a religion?
9. Have you ever tolerated a bad religion?
10. Have you ever perverted a religion?
11. Have you thought evil thoughts?
12. Have you ever concealed (denied) your religion?
13. Have you ever changed your religion?
14. Have you ever committed a sin?
15. Have you ever convinced others that some things are unknowable?
16. Have you ever convinced another that there were effects
    he couldn't create?
17. Have you ever convinced another there were places he couldn't be?
18. Have you ever convinced another that there were Beings with whom he couldn't communicate?
19. Have you ever convinced another that some things cannot be communicated?
20. Have you ever convinced another there were places he couldn't leave?
21. Have you ever persuaded another that he never created anything?

CONSIDERATIONS RD

This part of the L10 Rundown consists of 43 L&N actions to be listed per the laws of listing and nulling to a BD F/N item. They are done in the order listed. On the purpose/ intention list, if you get VVGIs BD F/N and major case cognition or valence shift, that's it on that step. If it goes to BD F/N VGIs, not a real blow out, then run the item R3RA quad or run recall on it or D/L for a PreOT at OTIII or above. This rundown undercuts OTIII and NOTS. It breaks up a case in a very subtle fashion. Be sure not to audit over a persistent F/N. You may only be able to do one list each session. This blows off beings, valences, overwhelm, confusion and increases reach vastly.

The basic L&N questions are:

Who or What (W/W) was (Item from list) ?
or
Who or What would have been (Item from list) ?
or
What past identity was (Item from list) ?
or
What past identity would have been (Item from list) ?

Use the question which communicates best to the PC or PreOT and gives the biggest read.

<u>Item List</u>

Note - All assessing is done M6 (the L10 method of assessing a list). You look at the PC or PreOT and ask him directly every item or question on the list. (7106C12)

1) L&N for past identities, e.g. "What past identity was critical?"
2) O/W item
3) Ev/purp had?
4) D/L e/purp

Run to major win.

1. Critical
2. Unappreciative
3. Disliked things
4. Refused to understand
5. Loving
6. Liked things
7. Understanding
8. Sympathetic
9. Excited
10. Enthusiastic
11. Griefy
12. Miserly
13. Unable to perceive
14. Sick
15. Victimized
16. Shy
17. Venomous
18. Sneaky
19. Timid
20. Perverted
21. Unwell
22. Evil
23. Indefinite
24. Laughable
25. Magical
26. Cruel
27. Blood thirsty
28. Drunken
29. Hungry
30. Treacherous
31. Enchanting
32. Wicked
33. Fascinating
34. Mysterious
35. Pretentious
36. Helpless
37. Cowardly
38. Dirty
39. Cunning
40. Disobedient
41. Oppressive
42. Overpowering
43. Weak

CONNECTIONS R/D

Use or frame Qs designed to get aberrated (charged) connections to terminals and dynamics. Find most charged dynamic on X-dynamics list, then find reading item on list.

2WC * to F/N:

How are you connected to _____?
or
How does _____ influence you?

Run to major cog or win.

* 2WC: reactions, attitudes, feelings, prompters, considerations, itsa E/S itsa.

ENEMY R/D

1) L&N "Who do you consider an enemy?"

2) O/W on item

3) E/purp had + D/L to blow
(Run on Flows 0-4)

GREATEST OVERT R/D

1) L&N "What was the greatest overt you committed on the Whole Track?"

2) D/L to blow.

3) Flows 0-4

MULTIPLE EVIL PURPOSE R/D

(See XDN in Volumes)

1) L&N "What evil purpose have you had towards another?"

2) D/L to blow

3) Run Flows 0-4

LIE RD

1) L&N "What was the greatest lie you told on the Whole Track?"

2) D/L to blow

3) Run Flows 0-4

L10 RESULTS ASSESSMENT

(for checking EPs on earlier rundowns)

The following questions are assessed M6 and taken to EP:

0) Am I here?
1) Are you here?
2) Have we run all this on somebody else?
3) Why should you be punished forever?
4) Are you afraid you'll just go home and it will all be the same?
5) Are you waiting for something magical to happen?
6) Are you still part of something awful?
7) Are you too hideous to exist?
8) Are you afraid you'll go on killing people?
9) Have we left some dead energy unhandled?
10) Are there still dead thetans around?
11) Just waiting to put it all back?
12) Escaped and still hidden?
13) Waiting to get loose?
14) What would happen if you changed?
15) Is there hope for man?
16) How can you be stopped?

L10 Low TA Assessment may be used at this point if case requires it or if C/Sed.

Use list of terminals from folder.

Assess on rises (blow ups) handle with itsa E/S itsa + consequences after each.

L's CORRECTION LIST

This correction list can be used on any of the L Rundowns to correct any errors, debug any bogs or repair any of the steps or rundowns. Handling steps are not given with each line on the list since it is assumed that at this level of auditing the auditor will know the correct and standard handling of each and every line. The list can assessed method 3 or method 5 depending on the situation. For PreOTs handle per instructions for handling listing on PreOTs. The auditor can switch to more specialized correction lists such as the L4BRA, NOTS 24, etc. as needed.

1. DID YOU GO EXTERIOR? ___________
2. OUT INT? ___________
3. INTERIORIZED INTO SOMETHING? ___________
4. OUT-LIST? ___________
5. IS THERE AN ERROR IN LISTING? ___________
6. HAVE WE FOUND A WRONG ITEM? ___________
7. HAS A LIST BEEN OVERLISTED? ___________
8. HAS THERE BEEN A WRONG INDICATION? ___________
9. HAVE WE FOUND A WRONG OUTPOINT? ___________
10. HAVE WE FOUND A WRONG AREA? ___________
11. HAVE WE FOUND A WRONG LOCATION? ___________
12. HAVE WE FOUND A WRONG DATE? ___________
13. MISOWNERSHIP OF ITEM? ___________
14. OVERRUN AN ITEM? ___________
15. HAVE YOU BEEN AUDITED OVER AN ARC BREAK? ___________
16. HAVE YOU BEEN AUDITED OVER A PROBLEM? ___________
17. HAVE YOU BEEN AUDITED OVER A WITHHOLD? ___________
18. WAS THERE A WITHHOLD THAT KEPT COMMING UP? ___________
19. IS THERE UNDISCLOSD OVERT? ___________
20. WAS IT NOT YOUR OVERT? ___________
21. DO YOU HAVE A SIMILAR OVERT OF YOUR OWN? ___________
22. HAS A DESTRUCTIVE IMPULSE BEEN MISSED? ___________
23. HAS SOMETHING BEEN OVERRUN? ___________
24. HAVE WE GONE PAST A BIG WIN? ___________
25. HAS SOMETHING BEEN LEFT UNFLAT? ___________
26. HAS ANYTHING BEEN CUT SHORT? ___________
27. WAS THERE A MISUNDERSTOOD? ___________
28. DID SOMETHING DISTRACT YOU? ___________
29. WHERE YOU DISTRACTED BY THE AUDITOR? ___________
30. HAS SOMETHING FLATTENED OUT OF SESSION? ___________
31. WERE THERE AWARENESS CHANGES OUT OF SESSION? ___________
32. DID YOU COGNITE OUT OF SESSION? ___________
33. DID YOU HAVE A LOSS OF GAIN? ___________
34. HAS SOMEONE ENTURBULATED YOU? ___________
35. IS THERE AN INCOMPLETE COGNITION? ___________
36. IS THERE A DIANETIC ERROR? (FOR A PC) ___________
37. IS SOMETHING ELSE WRONG? ___________

L 11

L11

L11, The New Life Rundown was developed to give a person a new life. This means it can handle that part of an individual's case which stops him from really living. It handles the major source of aberration upon which attention is fixed, blasting apart that major personal stumbling block.

The EP of L11 is a New Life.

PREREQUISITES: L11 (formerly L9S) is not restricted to only those who have completed OT III. The only prerequisites to L11 are a complete Drug R/D and Expanded Grades. It may not be done in the Non-interference Zone between Grade VI, R6EW and OT III.

In all the "L" Rundowns (L10, L11, and L12) the PC or PreOT is fully set up first with a C/S 53 and GF40 expanded if needed.

L11 PROGRAM STEPS

1) Justifications HCOB
   a) M9 W/C bulletin
   b) PC writes essay on how it applies to him.
2) Full 37R RD to F/Ning list
3) D/L Implant 'To Harm' to blow.
   General O/W .. If E/Purp comes off run O/W to blow.
4) L&N "What evil purpose do you have?"
   D/L E/Purp to blow
5) L9S
6) Nature of Man
   2WC "the character of man" to F/N

JUSTIFICATION

1) PC reads the HCOB entitled "Justification".
2) M9 W/C bulletin
3) PC writes essay on how it applies to him.

37R RD

Do the full 37R Rundown as given in C/S Series 37R.
Items from 37R Rundown L&N lists can be blown by D/L if needed.
End at F/Ning list.

HARM IMPLANT

1) Date/Locate implant "<u>TO HARM</u>" to Blow.

2) General O/W .. If E/Purp comes off run O/W to blow.

EVIL PURPOSE

1) L&N: "What Evil Purpose do you have?"

2) D/L to Blow

LIST 9S

The list of words below is called M6 to the PC; on each the PC gives back a response. E.g. PUNISH!! "It would be necessary on a naughty child." Next, L&N word incorporating response.

"Who or What would find it necessary to punish a naughty child?" .....
"A Brave Dog"

Terminal is then handled to blow per L-type handling. The list is taken to Major Cog and F/Ning list.

Punish	Degrade	Deflower	Obliterate	Preen
Avenge	Pander	Prostitute	Sodomize	Brutalize
Kill	Drain	Defame	Scavenge	Propagandize
Torture	Secrete	Fornicate	Execute	Incinerate
Pillage	Interrogate	Slander	Begrime	Provoke
Annihilate	Dissect	Deviate	Plagiarize	Vandalize
Subvert	Defoliate	Profane	Wallow	Suborn
Seduce	Molest	Imprison	Immolate	Deceive
Exhaust	Pervert	Charm	Indulge	Destabilize
Restrain	Cannibalize	Renege	Engorge	Conceal
Immobilize	Decimate	Starve	Expunge	Pollute
Entrap	Hypnotize	Sack	Confuse	Sacrifice
Enthrall	Dessert	Impoverish	Savour	Bugger
Extinguish	Attack	Blind	Gloat	Flagellate
Ensnare	Sting	Deface	Arrogate	Spy
Trick	Warp	Depose	Remove	Peep
Envelop	Horrify	Expel	Distrust	Demoralize
Benumb	Obliterate	Desecrate	Sympathize	Embalm
Tantalize	Dismember	Exploit	Indoctrinate	Electrocute
Enslave	Cheat	Ravage	Randomize	Abominate
Assassinate	Conquer	Tear	Overwhelm	Secrete
Nullify	Devastate	Impale	Supplant	Despoil
Explode	Implode	Distort	Negate	Revolt
Injure	Mutilate	Retard	Grasp	Bully
Infect	Undermine	Restrain	Pillory	Manipulate
Feast	Hassle	Abuse	Habituate	Leach
Program	Torment	Belittle	Loaf	Mutilate
Tyrannize	Disgust	Lie	Inflame	Excoriate
Hoard	Offend	Hunt	Cripple	Con
Terrorize	Vivisect	Invade	Gobble	Prey
Castrate	Vanquish	Sacrifice	Vilify	Debunk

NATURE OF MAN

Two Way Comm "the character of Man" to EP.

L 12

L 12

The intention behind L12 is to make a fully extroverted and stable thetan. This rundown aims at handling very basic and specific aspects of a person's beingness. Here are those case things which tend to capture part of the person's attention so he has much less of it to put on life and doingness.

The person experiences certainty and unshakability as a being with the ability to handle his own universe.

PREREQUISITES: L12 is not restricted to only those who have completed OT III. The only prerequisites to L12 are a complete Drug R/D and Expanded Grades. It may not be done in the Non-interference Zone between Grade VI, R6EW and OT III.

In all the "L" Rundowns (L10, L11, and L12) the PC or PreOT is fully set up first with a C/S 53 and GF40 expanded if needed.

L12 PROGRAM STEPS

1) Cluster Handling
2) 3S&Ds
3) Bqn character list
4) Beams Handling
5) OCA Handling (if needed)
6) Management Words
7) Admin Scale
8) Group Sanity
9) Simon Bolivar Policy

CLUSTER HANDLING

1) Have PC or PreOT locate a "pressure * area" that reads on the meter. (Vary - 'In and around' to 'Far away')

2) Get the location of the pressure area relative to the body.

3) Have the PC or PreOT put and hold his/her attention on the pressure area.

4) Assess the "L12 Type of Incident" list to the first reading item and indicate this to the PC/PreOT.

Accident	Electrical
Impact	Explosion
Injury	Implosion
Illness	Shot
Drug	Psychiatric
Shock	Lightning
Implant	Vacuum
Heat	Radiation
Burning	Collision
Crash	Hit
Freezing	Struck

5) Date to blow / Locate to blow the incident found.

6) Find out if completely blown, and if not, repeat 4 and 5 until pressure area is completely blown.

Note - If OTIII PreOT, complete any remaining BTs with OTIII procedure. If NOTS PreOT, complete any remaining BTs with NOTs procedure.

* Could be also 'hollow spot', chronic somatics, 'emptiness', any persisting sensation.

CHARACTER LIST

Assess the subject of the group M6. The word is called or shouted very accusatively with the auditor looking directly into the PC's eyes. The meter read is noted. This word is called to <u>restimulate</u> the group; then the other items of the group are asked as questions M5. The identities of one group are handled in order of size of read. Then continue on with the next group, etc. When the whole list is handled, reassess from the beginning and handle each item as it comes up, reassess from the beginning and handle each item as it comes up, taking slowed or checked F/Ns as reads. Handle to persistent F/N on the whole list. Check at the end of each group if any beingness that was restimulated by the accusative identity was not on the list.

Handle each <u>reading</u> item "Who or What was a _____?"
L&N, then O/W to blow.

HERMIT!!! ______
Hermit? ______
Recluse? ______
Ascetic? ______
Victim? ______
Non-conformist? ______
Martyr? ______
Puritan? ______
Human Sacrifice? ______
Self Immolator? ______
Outcast? ______

A HORSE!!! ______
A Horse? ______
A Lioness? ______
A Leprechaun? ______
A Wild Thing? ______
A Fire Spirit? ______
Dragon? ______
Gremlin? ______
An Imp? ______
A Tinker? ______
A Goat? ______

UNICORN!!! ______
Unicorn? ______
Forest Spirit? ______
Fairy? ______
Gnome? ______
Nymph? ______
Water Sprite? ______
Faun? ______
Sylvan? ______
Mermaid? ______
Chimera? ______

BLOODSUCKER!!! ______
Bloodsucker? ______
Vampire? ______
Ghoul? ______
Dismemberer? ______
Predator? ______
Parasite? ______
Leech? ______
Cannibal? ______
Vulture? ______
Cut-throat? ______

ANIMAL!!! ______
Animal? ______
Dog? ______
Cat? ______
Fish? ______
Lizard? ______
Serpent? ______
Pig? ______
Elephant? ______
Cow? ______
Tiger? ______

ROBOT!!! ______
Robot? ______
Hypnotic? ______
Believer? ______
Follower? ______
Servant? ______
Devotee? ______
Convert? ______
Worshipper? ______
Attendant? ______
Henchman? ______

THE ALMIGHTY!!! ______
The Almighty? ______
The Ever Present? ______
A Goddess? ______
A God? ______
The Eternal Mother? ______
The Father of All? ______
The Horned God? ______
Pan? ______
Diana? ______
The Buddha? ______

SORCERER!!! ______
Sorcerer? ______
Witch? ______
Warlock? ______
Enchanter? ______
Wizard? ______
Occultist? ______
Alchemist? ______
Clairvoyant? ______
Weird Sisters? ______
Astrologer? ______

BLASPHEMER!!! ______
Blasphemer? ______
Idolater? ______
Scoffer? ______
Desecrator? ______
Bigot? ______
Worldling? ______
Sacrilegist? ______
Unbeliever? ______
Infidel? ______
Heathen? ______

IMPLANTER!!! ______
Implanter? ______
Torturer? ______
Controller? ______
Psychiatrist? ______
Brainwasher? ______
Deprogrammer? ______
Indoctrinator? ______
Hypnotist? ______
Initiator? ______
Propagandist? ______

THE EVIL ONE!!! ______
The Evil One? ______
An Incubus? ______
The Powers of Darkness ______
A Succubus? ______
The Antichrist? ______
The Beast? ______
His Satanic Majesty? ______
The Devil? ______
An Unclean Spirit? ______
Shades of the Dead? ______

FOOL!!! ______
Fool? ______
Idiot? ______
Dunce? ______
Ignoramus? ______
Subhuman? ______
Halfwit? ______
Driveller? ______
A Newborn Babe? ______
Moron? ______
Imbecile? ______

GENIUS!!! ______
Genius? ______
Wonder Worker? ______
Planet Builder? ______
Prodigy? ______
Spirit of the Age? ______
Master Mind? ______
Shining Light? ______
Mentor? ______
Thaumaturge? ______
The All Seeing? ______

PERVERT!!! ______
Pervert? ______
Sadist? ______
Masochist? ______
Homosexual? ______
Bugger? ______
Pederast? ______
Exhibitionist? ______
Voyeur? ______
Deviant? ______
Peculiar Boddied? ______

CRIPPLE!!! ______
Cripple? ______
Invalid? ______
Paralytic? ______
Dwarf? ______
Monster? ______
Incompetent? ______
Curiosity? ______
Cross-breed? ______
Half Caste? ______
Hermaphrodite? ______

LIAR!!! ______
Liar? ______
Fake? ______
Bragger? ______
Doubter? ______
Heretic? ______
Quack? ______
Wretch? ______
Viper? ______
Defaulter? ______
Hypocrite? ______

DESTROYER!!! ______
Destroyer? ______
Spy? ______
Executioner? ______
Embezzler? ______
Betrayer? ______
Racketeer? ______
Extortionist? ______
Tyrant? ______
Murderer? ______
Pyromaniac? ______

INSECT!!! ______
Insect? ______
Parasite? ______
Invader? ______
Bee? ______
Fly? ______
Caterpillar? ______
Butterfly? ______
Spider? ______
Scorpion? ______
Hornet? ______

PHILOSOPHER!!! ______
Philosopher? ______
Researcher? ______
Analyst? ______
Physicist? ______
Technician? ______
Metaphysician? ______
Healer? ______
Geometrician? ______
Arithmetician? ______
Historian? ______

PRIEST!!! ______
Priest? ______
Holy Father? ______
Holy Mother? ______
Temple Virgin? ______
Choir Boy? ______
Chaplain? ______
Temple Prostitute? ______
Prophet? ______
Lama? ______
Confessor? ______

A BIRD!!! ______
A Bird? ______
An Eagle? ______
A Parrot? ______
A Wren? ______
A Hawk? ______
A Messenger? ______
A Forerunner? ______
An Oracle? ______
A Dove? ______
A Swallow? ______

ARTIST!!! ______
Artist? ______
Virtuoso? ______
Thespian? ______
Master Musician? ______
Grand Composer? ______
Wandering Minstrel? ______
Chorister? ______
Dancer? ______
Entertainer? ______
Poet? ______

HEDONIST!!! ______
Hedonist? ______
Fornicator? ______
Glutton? ______
Masturbator? ______
Bigamist? ______
Adulterer? ______
Satyr? ______
Impotent? ______
A True Love? ______
Whoremonger? ______

PEASANT!!! ______
Peasant? ______
Civilian? ______
Husband? ______
Wife? ______
Gentleman? ______
Layman? ______
Mortal? ______
Parishioner? ______
Serf? ______
Slave? ______

PTS BEAM HANDLING

Method One:

1) Ask PC/PreOT, "Do you have any beams stuck to yourself or the body?" (only PT lifetime body)

2) If yes, have him locate a reading beam stuck to himself or the body. Have pOT 'Smooth out the Beam'.

3) Who has beamed you? L&N to a terminal.

4) Smooth out rough edge of Beam from _(Item)_ X to blow.

5) If a troublesome terminal by folder inspection:
"Has _(terminal)_ beamed you?". Smooth out beam to blow.

6) D/L the incident when it was put there, if no blow.

7) Repeat until "no more beams".

Method Two:

1) PC/PreOT is shown the definition of a BEAM:
"A flow of electricity with teeth and rough edges."

   The definition is illustrated with a picture of a BODY being beamed by another person, the beam being hooked into the body by teeth like a circular saw blade or fish hooks. Add R-factor of glands as special targets.

OCA TRAIT HANDLING

1) Go over the PC/PreOT's OCA.

2) Take each negative area trait and make up a listing question. For example: "critical". The basic L&N questions are:

   Who or What (W/W) was _(Item from OCA)_?
   or
   W/W would have been _(Item from OCA)_?
   or
   What past identity was _(Item from OCA)_?
   or
   What past identity would have been _(Item from OCA)_?

   Use the question which communicates best to the PC or PreOT and gives the biggest read.

   Clear the L&N question with the word to be used such as:

      W/W was critical? LF

   List and Null to one item such as: "a cranky maid" LFBD F/N

Take the next negative point trait off the OCA list and repeat procedure. End off this step on a major case change, valence shift and/or ability gained with VVGIs, Floating TA and Cognition.

MANAGEMENT WORDS

Clear and False Data Strip the following words from Org Series 15, Management Series, page 213 and 214. Be sure to get the root meaning of the word.

A Company	A Board of Directors
Management	Policy
Top Management	Programs
Targets	Orders
Technology	Know-How
Org Board	Post
Hat	Cope
Purposes	Organize
Duties	A Checksheet
A Checklist	A Comm Channel
A Command Channel	A Relay Point
A Stable Terminal	Double Hatted
A Product	Aberration
Viability	

ADMIN SCALE

Word Clear:

Administration
Admin Scale
Administrator

Each word on the Admin Scale not already cleared previously.

2 way comm PC/PreOT in the area of his/her first three dynamics to find some high interest reading areas.

2 way comm each reading area up and down the Admin Scale.

Admin Scale

Goals
Purposes
Policy
Plans
Programs
Projects
Orders
Ideal Scene
Statistics
Valuable Final Product

“The scale is worked up and worked down until it is (each item) in full agreement with the remaining items”

GROUP SANITY

Clear each word in the scale from HCOPL 14 December 1970 Org Series 19 GROUP SANITY. Have PC/PreOT read this HCOPL.

2 way comm each of the 11 points and how each one applies to his life/relationship(s)/ business to a major cognition.

SIMON BOLIVAR POLICY

Send PC/PreOT to Qual to read and check out on HCOPL 12 February 67 THE RESPONSIBILITIES OF LEADERS or have him read it in session.

2 way comm "Supporting the powers you depend on" to a major cognition.

NEW VITALITY R/D

THEORY OF THE RUNDOWN

The NVRD was designed originally to handle long-term out-of-valence or suppressed preclears.

It is essentially based on the observation that PTSness is a problem, and that PTSness comes about through an exchange of valence.

An individual goes PTS to someone who is a problem to hlm, to the point that the valence of that individual seems to overwhelm the person's own beingness.

There is an effect created here known as the "dumbbell phenomenon". A dumbbell is an exercise device with two large weighted ends on a handle. One could perceive the valence of the PTS (his <u>own</u> valence) and that of his suppressor (the valence he tends to go into) as opposite ends of a dumbbell. One can perceive a pc flick into his own valence when the antagonistic valence is blown. This could be described as the dumbbell suddenly reversing.

It must be remembered that it is not the actual valence of the suppressor that the person goes into, but the valence the PTS perceives. Whether this is what the suppressor is normally like, or is like now, the fact remains that the PTS was overwhelmed by a flow from that person at some point.

Oddly enough, the PTS who is <u>out-of-valence</u> will perceive his own personality traits as being those of the one with whom he has swapped valences — the other end of the dumbbell.

A young girl who is essentially being cooperative and accommodating is overwhelmed by her nasty, irascible, argumentative stepmother. She assumes the characteristics which seemed to win over her and becomes fractious, irascible, and argumentative.

If you were to ask her who was the most accommodating, cooperative person she ever knew she might easily answer, "My stepmother". After a moment's reflection she might then realize, "Wait! My stepmother wasn't accommodating at all! She was the most irascible person I ever met!" This would be an example of the dumbbell of own-valence versus perceived-valence now swinging around to a correct perception from the pc's own valence .

The access to this central point on the case is through using a gradient of 2 Way Communications, Rudiments, and R3RA.

TWO-WAY COMMUNICATION TECHNIQUES

The opening 2WC technique used was simply to thoroughly clear the definition of problem — including beingness-counter beingness — as described in the tech dictionary. With this whole concept clearly understood, a 2WC Quad on Problems was used to locate hot terminals.

> "Tell me about people who have caused you problems in life"
> "Tell me about people whom you have caused problems in life"
> "Tell me about people who have caused others problems in life"
> "Tell me about times you caused yourself problems in life"

Each would be TWC'd to cog FN VGIs, and careful note would be made of terminals who read, and with what read.

These terminals would be culled between sessions and put on a hot terminals list in the front cover of the folder.

Quad Ruds would be run on hot terminals found and these ruds would uncover hot incidents. These would be noted with their reads on a separate sheet as hot incidents. These engrams or secondary engrams would then be run R3RA as narratives.

TWO-WAY COMMING TRAITS

A second type of TWC was done in pairs, and was based on characteristics or personality traits dramatized by the individual.

These were done as dichotomies, with the negative side of the dichotomy being 2WCd first. For example one has a PC who is constantly showing characteristics of being hopeless, apathetic, or lethargic. A typical pair of 2WCs might go:

> "Tell me about people you've known who were lethargic"
> "Tell me about people you've known who were very active"

followed by this pair:

> "Tell me about people you've known who were hopeless and apathetic"
> "Tell me about people who were optimistic and confident"

The point is that the two-way comms pick up the personality trait the pc is dramatizing, and two way comms for people who have had that trait. It can be any characteristic. General doingnesses could also be included as these are traits of a valence in some degree — e.g., "helped others" vs. "did others in" or "had a high sense of ethics" versus "had a negative ethics level".

The idea here is to use aspects of beingness as a lead to hot terminals.

Cull the hot terminals and do ruds on them and the pc will drop into hot incidents.

These are then run and the result of doing this with intelligence and accuracy is a swing back into own valence.

OTHER TWO-WAY COMMS

Since you are dealing with the perceived valence of the person versus the perceived valence of his/her suppressor you can also do TWCs of this sort in order to find material that leads you into the hot incidents:

"Tell me some things about yourself you don't like"
"Tell me some things about yourself you like best"
(Note: these are two separate TWCs, not alternate commands.)

Similar TWCs can be designed which follow the basic principle of taking personality traits and using them to lead you to hot terminals who might be the basic valence mass at the other end of the "dumbbell".

END PHENOMENA

The rundown has two major types of cognitions, and both of them should occur before the rundown is declared complete.

The first is a realization that the person is himself. Some statement that adds up to "I'm me!" will occur if the rundown is done correctly.

The second will be an awareness that the person is here, aware of the present environment, or "I'm here!". These two cognitions are natural results of undoing the dumbbell phenomena.

NOTES ON PROGRAMMING

As this is a major action you should have the person's ruds in and he should not be in the middle of other major actions.

Note, too, that in order to apply these principles intelligently you have to understand the anatomy of valence-counter valence or the problem aspect to suppression.

A long series of problems with mother may be enough to restimulate a valence shift even though mother did not beat the pc or knock him/her unconscious. But the constant locks can restimulate earlier engramic masses which will contain overwhelm.

These get picked up and run on the earlier similar chains that come up in the actions described.

When the hot incidents which keep the pc pinned into the dumbbell are lifted and erased, the dumbbell will snap around and the pc will be looking at the world through his/her own viewpoint again for a change. This brings about the "I'm here" "I'm me" cognitions which signal the end phenomena of the rundown having occurred.

There has been no pilot for administering this rundown on Clears or above as far as I know. The rundown was researched by LRH in 1975, prior to "Dianetics Forbidden on Clears and OTs". It is paralleled in some respects by Step 15 of the NED for OTs RD.

It has had spectacular results on many cases. There have been some cases it did not have spectacular results on, for various reasons. Usually these were cases being audited after Clear in error, or cases with other by-passed charge not repaired such as list errors or PT overts or other our ruds, or were XDN type cases and were not effect as much as they were contra-survival cause. The NVRD might not resolve this aspect of case (CS Series 22 cases).

BRIGHT THINK R/D

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 6 DECEMBER 1978

C/Ses
Tech/Qual
Class IV Grad
Auditors

REVIVIFICATION

Revivification is the bringing back to life of an engram in which a preclear is stuck. The engram or some portion thereof is being acted out in present time by the preclear. It is called a revivification because the engram is suddenly more real to the preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it.

This is not the same thing as the "returning" to an incident or engram that is employed in Dianetic auditing. Return *is* the method of retaining the body and the awareness of the subject in present time while he is told to go back to a certain incident. Revivification is the reliving of an incident or a portion of it as if it were happening now.

This phenomenon can occur in a pc during the End of Endless Int Repair Rundown. (Ref: HCOB 24 Sep 78R, Iss 1. Int RD Series 4R. THE END OF ENDLESS INT REPAIR RUNDOWN.)

The pc, being run on Recalls on Int, will often begin by recalling locks but these can trigger into full play an engram in which he may be stuck and the pc may go into a revivification of it. He will actually be answering and acting from the point or points, down the track where he has been stuck.

Should this happen the auditor simply continues to run the process and get the pc through it. As the pc revivifies he blows through these stuck points on his track and comes out of them, newly, and is now truly in present time.

As revivification is apt to occur on the End of Endless Int Repair, auditors must understand and be able to recognize the phenomena and handle it routinely with excellent TRs when it does.

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Founder

LRH:clb

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ISSUE III

LIMITED DISTRIBUTION
Advanced Courses Specialist Checksheet
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ACS C/Ses

NED for OTs Series 21

CONFIDENTIAL

REVIVIFICATION

During NED for OTs research I discovered that beings do not just reviv in time. They also reviv in location. You can have a guy totally reviv'd in time, he's stuck down the track in an incident which is PT for him. Anything which he views, is viewed from this point in time. It is when he is.

A being can also be in a reviv in place or location. That is where he is. Everything he views is viewed from that location, that viewpoint in space. They're "buttered all over the universe". A BT can think of himself as up there, looking down at himself. A totally wrong viewpoint. He's in a reviv and everything he does is from a stuck viewpoint, so he's operating with a stuck spacial point of view. Say the guy is reviv'd in Flanders, everything he does is from the viewpoint in Flanders - even tries to look at himself (now) from Flanders. He's operating in PT from some place down the track.

THOUGHT DISASSOCIATION

Thought disassociation follows a point of view pattern. to you from an altered point of view, so you get disassociated thought. Say he's in a reviv of location, in a radar station in space. You ask him "Where are the books?" - he looks at a radar screen and says "They're going away".

I know a case who had an accident. She thought she left the body and went to a between lives implant and returned to the body. But there has been no between lives implant in that place for eons! What happened is, she was reviv'd in a between lives implant. She had the accident and went exterior, she thought she went to this between lives implant because that's the location she was reviv'd in.

This is a matter of old fixed viewpoints in spacial locations. You can often cure a case with the process "Where would you be safe?" He might go through a heavy reviv on the process and he might "do a bunk" - going back to his last point of view, locationThat's why D/L works. You blow that point on Locate step. It's when and where they are, as they're not in PT.

That is where he is “safe”, that’s Thought Disassociation, and that’s small pictures - because he’s in the picture, looking at the picture.

These are the mechanics of the Bright Think Rundown (Disassociation process)which can be run on anybody. Running it is not part of NED for OTs as it is a separate RD.

OBJECTIVE DUB-IN

This is a different phenomenon from Thought Disassociation and spacial reviv.

He looks at that wall, and because it’s not safe to look at the wall, he makes a picture of the wall and brings the picture back to him and looks at the picture of the wall. He’s so far south he can’t confront anything that’s in front of him. You tell him to look at the window, he sort of reaches out to the window with a beam or something, makes a picture of it, and pulls the picture back up to him, looks at it and tells you the window has bars on it. This case requires objectives until it’s safe to look at something and perceive it.

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THE BRIGHT THINK RUNDOWN

A Process to Handle Disassociation

Apparently, during the last decade, a new factor has entered into the culture that was previously only rare, possibly due to lowered educational standards or the declining nature of the culture itself, but most probably due to one of the common drugs or medicines or even food deficiencies. A percentage which was only one or two has jumped up to eighty or ninety.

This factor is visible in a decline in the ability to tell differences, similarities and identities.

In trying to train a person or get him to live a more survival type life, the establishment officer is encountering this factor.

There is a similar instance of this when drugs first moved into the scene. Before the mid-60’s drugs were never much of a factor in processing and such cases were considered rare and then only as a result of medical treatments.

Suddenly I has on my hands a case that did not behave like a case. The TA went out the roof unexpectedly, with no apparent cause and the case wouldn’t EP. I went into a sort out on what was different on this case from other cases. It was marijuana. Once we had run out the marijuana the case behaved like a normal case. I was suddenly looking at a rising percentage of such cases, which to date, through the kindness of psychology and psychiatry, had risen to a majority of cases in society.

So here we go again. Some new factor apparently has entered into the society and has risen in a percent which is so high that it will get in the road of anyone trying to get the show on the road.

The factor can be called “Disassociation”.

We have here a marvellous new process — The Bright Think Rundown. Powerfully simple, it requires and auditor who is well-steeled against the temptation to Q and A and who is able to run a process through whatever it turns on.

It was originally designed as a remedy for Theetie Weetie cases, but has proven enormously successful as well with cases who disassociate.

This is the person who associates not A and B, but A and O. Not apples and bananas but apples and typewriters. You make a statement and he bends it over to something that has nothing to do with the price of fish.

He is very hard to direct because alter-is enters into it. In fact, an alter-is could be a manifestation of being disassociated.

Things which are different, he conceives to be identical. Things which are similar he conceives to be widely different. Things which are identical he conceives to be only similar.

This case will mess up or complicate just about any order or communication by bringing in carloads of data which have absolutley nothing to do with it. This is because he mis-identifies and cannot evaluate differences in time, location, form, composition, or importance. He is lost in his own figure-figure and facsimilies, sometimes universes away.

The new discovery is that he is back on the time track in locations very remote from where he is. It is not that he is stuck on the track where he is, but is stuck on the track elsewhere, often eons ago.

This is the reason Date/Locate works. It has to be in that order. You have to date it and then locate it because the location is never in now.

The auditor who runs it and the C/S who C/S's it have to have a full command of the subject of "revivication".

Revivication is the bringing back to life of a engram in which a preclear is stuck. The engram or some portion thereof is being acted out in present time by the preclear. It is called revivication because the engram is suddenly more real to the preclear than present time has ever been. He re-live that moment briefly. He does not merely recall or remember it.

This means that the person moves into a back point of time totally. He gives certain manifestations when he does this, these can be various. They always are visible to the auditor. The trick in processing is to keep running the process until the pc comes out of it just as though nothing had happened.

As the process is run expect the pc to answer from points down the track where he has been stuck. These arethe points he operates from while apparently in PT. Expect engrams to appear, with revivication occuring as they are contacted and blown. As the pc re-lives these incidents, he will come out of them, newly, and this time truly in present time. And with a new viewpoint.

Anaten, somatics, abrupt shifts of tone level, heat, agitated physical motion are all quite likely to occur as these points are run off, as the pc is actually revivifying at each heavy point. You just keep running the process with good TRs and metering.

The auditor must ensure the pc is fully sessionable before starting the Rundown, and once started, must get the pc through the phenomena which occur as the pc revivifies and blows through the stuck points on his track. The pc's answers will signify to the auditor precisely what is occurring. It is vital not to Q and A with these "symptoms" as they come up.

THE C/S

Here is your C/S for the Bright Think Rundown.

Run:

"Where would you be safe?"

Repetitively to F/N, Cog, VGIs (and pc in PT of course).

The end phenomena of the process is a realisation by the pc that he's really in present time. This EP is normally expressed with some variation of the statement "I'm Here!" This EP must not be caoxed by the auditor asking "Are you here yet?" and the pc must not be fed the cognition.

As the process is run the pc will spot places that are nearby and then places that are far away. The spots he'd spot are near, then far, then near, then far, sometimes a few near and then a few far and then a few near. If the pc does not do this then you know he is not doing the process.

You will find up to 20% of your pc's give simply glib answers and experience no change. This pc is answering the question in some particular and outrageous way. If you give him a D of P Interview on exacly how he was answering the question, you will find he was using some oddball system disassociated from the process. (The fourth American ACC tapes discuss this.) The way to handle this pc is objectives as he is too far out of it to handle a concept and is basically operating off a system. Before you can spot places in the universe you have to have a universe, right?

The main errors an auditor can make are a failure to carry on the process when something peculiar happens and failure to notice a true EP has been reached.

On the failed case (the 20% noted above), when objectives have honestly been completed, you can then run the process with great benefits, but be sure the pc is up to answering the question.

You will get some remarkable changes. Some major wins.

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SUPER POWER

INTRODUCTION TO SUPER POWER

Super Power Rundown Series 0

The following is a list of materials which should make up a checksheet for students learning to apply the Super Power Rundown materials. This background material means it is vital to understand the full theory of the basics of restoring infinite powers to a being.

SCIENTOLOGY 8

SCIENTOLOGY 0 THE BOOK OF BASICS

THE WHY IS GOD POLICY LETTER

THE ORGANIZATION SERIES POLICY LETTERS

THE PHOENIX LECTURES

ETHICS AND JUSTICE POLICY LETTERS

THE CONDITION BELOW CONFUSION

Super Power Rundown Series 1

The first action of beingness is to assume a viewpoint. Before one can know he is below confusion, he usually has to realize that he is in a condition of no-condition.

Power is the ability to hold a position in space. The first action of creating space is to assume a point from which to view that space. When a viewpoint has been knocked around down through the time track by forces he believes have affected him, he tends to lose his ability to maintain a position in space.

A being can assume the viewpoint of the first dynamic and attempt to take on all the other dynamics, which eventually overwhelms him. To get a being rehabilitated into the position of being able to operate at cause on all the dynamics, it is first necessary to get him into a condition of being.

Therefore, the first action one takes in running the Super Power processes is to have the person find a viewpoint.

The first command is:

"Find a viewpoint."

This is run to F/N Cog VGIs.

Then one runs the other flows:

"Find another's viewpoint,"

"Find a viewpoint that others are creating for others."

"Find a viewpoint that you have created for yourself."

A being can be so socked into the MEST universe that viewpoints have become solid objects. Viewpoints are points from which one views universes. Solid objects are made up of matter, energy, space and time. Space is created by a viewpoint; a viewpoint can think the opposite.

Many times you will find a person who is inverted on the dynamics to such an extent that he feel that MEST has created him rather than the other way around.

This process will get the being into a position of being able to handle the condition below confusion and set him up for the next steps of the Super Power Rundown.

8TH DYNAMIC PROCESSES

Super Power Rundown Series 2

This is an unlimited process. Usually you will find the person to be inverted on the dynamics. God is not an object. When one labels god with an identity one immediately degrades the 8th dynamic into MEST terms. The 8th dynamic cannot be defined in terms of MEST. It can only be defined in terms of infinity which the number 8 symbolizes.

When running this process start with the 8th dynamic. Then run through the first up through the seventh and then stop. The purpose is to get the person to assume various viewpoints on all the dynamics at one level and then bring the person back to the 8th dynamic viewpoint.

This process puts responsibility back into the person and sets him up for repair of all earlier actions which brought about a dwindling spiral away from the 8th dynamic viewpoint.

This process is run even if the person goes exterior or has a big win. The only time you would end off the process is on a floating tone arm because obviously you cannot get any more reads on the meter.

While running this process if any upsets, overts, missed withholds occur one simply cleans them up. On running OTs one deals with any body thetans, clusters, entities and so forth as they show up. Remember to audit the person in front of you which means if someone else shows up you must audit them out, set them free before you can set the person in front of you, in the body, free.

Here are the commands in order:

1. Assume the viewpoint of the 8th dynamic.

2. Get the idea of another assuming the viewpoint of the 8th dynamic.

3. Get the idea of others assuming the viewpoint of the 8th dynamic.

4. Get the idea of you causing yourself to assume the viewpoint of the 8th dynamic.

5. Get the idea of your second dynamic assuming the viewpoint of the 8th dynamic.

6. Get the idea of another second dynamic assuming the viewpoint of the 8th dynamic.

7. Get the idea of other second dynamics assuming the viewpoint of the 8th dynamic.

8. Get the idea of you causing all second dynamics to assume the viewpoint of the 8th dynamic.

9. Get the idea of your third dynamic assuming the viewpoint of the 8th dynamic.

10. Get the idea of another third dynamic assuming the viewpoint of the 8th dynamic.

11. Get the idea of other third dynamics assuming the viewpoint of the 8th dynamic.

12. Get the idea of you causing all third dynamics to assume the viewpoint of the 8th dynamic.

13. Get the idea of your fourth dynamic assuming the viewpoint of the 8th dynamic.

14. Get the idea of another fourth dynamic assuming the viewpoint of the 8th dynamic.

15. Get the idea of other fourth dynamics assuming the viewpoint of the 8th dynamic.

16. Get the idea of you causing all fourth dynamics to assume the viewpoint of the 8th dynamic.

17. Get the idea of your fifth dynamic assuming the viewpoint of the 8th dynamic.

18. Get the idea of another fifth dynamic assuming the viewpoint of the 8th dynamic.

19. Get the idea of other fifth dynamics assuming the viewpoint of the 8th dynamic.

20. Get the idea of you causing all fifth dynamics to assume the viewpoint of the 8th dynamic.

21. Get the idea of your sixth dynamic assuming the viewpoint of the 8th dynamic.

22. Get the idea of another sixth dynamic assuming the viewpoint of the 8th dynamic.

23. Get the idea of other sixth dynamics assuming the viewpoint of the 8th dynamic.

24. Get the idea of you causing all sixth dynamics to assume the viewpoint of the 8th dynamic.

25. Get the idea of your seventh dynamic assuming the viewpoint of the 8th dynamic.

26. Get the idea of another seventh dynamic assuming the viewpoint of the 8th dynamic.

27. Get the idea of other seventh dynamics assuming the viewpoint of the 8th dynamic.

28. Get the idea of you causing all seventh dynamics to assume the viewpoint of the 8th dynamic.

29. Get the idea of your eighth dynamic assuming the viewpoint of the 8th dynamic.

30. Get the idea of another eighth dynamic assuming the viewpoint of the 8th dynamic.

31. Get the idea of other eighth dynamics assuming the viewpoint of the 8th dynamic.

32. Get the idea of you causing all eighth dynamics to assume the viewpoint of the 8th dynamic.

At this point the person should be in very good shape, enough so that his earlier injustices on the track can be easily accessible from the various viewpoints of the dynamics.

The next step is to do the Ethics Repair List as per Super Power Rundown Series 3.

ETHICS REPAIR LIST

Super Power Rundown Series 3

The purpose of the Ethics Repair List is to return full power to a being by proofing him up against injustices, counter postulates, failed purposes, counter purposes and evil intentions across the dynamics.

These questions are asked in an unlimited way. In other words it applies to the whole track and whatever the person comes up with you simply two way comm it earlier similar to EP. This repair list is actually designed to set the person up to be able to do the actual super power process. It cleans up the whole track on the subjects of ethics and justice.

Do not take up unreading questions. This list of questions is assessed like a regular repair list except then when you get a read you stop and handle the question and its charge, then repeat the same question to ensure no further reads or charge and then carry on with assessing the list. The list does not have to be F/Ning through the whole list. Handle protest or false reads accordingly.

1. Have you had a wrong intention?
2. Has another had a wrong intention?
3. Have others had wrong intentions?
4. Have you caused yourself to have wrong intentions?

5. Have you been given a wrong intention?
6. Have you given another a wrong intention?
7. Have others given others a wrong intention?
8. Have you caused yourself to be given a wrong intention?

9. Have you been given a wrong indication?
10. Have you given another a wrong indication?
11. Have others given others a wrong indication?
12. Have you caused yourself to be given a wrong indication?

13. Have you had a wrong postulate?
14. Has another had a wrong postulate?
15. Have others had wrong postulates?
16. Have you caused yourself to have wrong postulates?

17. Have you been given a wrong postulate?
18. Have you given another a wrong postulate?
19. Have others given others a wrong postulate?
20. Have you caused yourself to be given a wrong postulate?

21. Have you ever been in a wrong condition?
22. Has another ever been in a wrong condition?
23. Have others ever been in a wrong condition?
24. Have you ever caused yourself to be in a wrong condition?

25. Have you ever been assigned a wrong condition?
26. Has assigned another a wrong condition?
27. Have another ever assigned another or others a wrong condition?
28. Have you ever assigned yourself a wrong condition?

29. Have you ever applied a wrong formula for a condition?
30. Have you caused another to apply a wrong condition formula?
31. Have others caused others to apply a wrong condition formula?
32. Have you ever caused yourself to apply a wrong condition formula?

33. Has anyone ever disagreed with you?
34. Have you ever disagreed with someone?
35. Have others disagreed with others?
36. Have you caused yourself to be disagreeable?

37. Has someone ever caused you to disagree with another?
38. Have you ever caused anyone to disagree with someone else?
39. Have others caused others to disagree with others?
40. Have you caused yourself to disagree with yourself?

41. Have you ever been punished for disagreeing with someone?
42. Have you ever caused another to be punished for disagreeing with you?
43. Have others caused others to be punished for disagreeing?
44. Have you caused yourself to be punished for disagreeing?

45. Have you ever been lied about?
46. Have you ever lied about someone else?
47. Have others lied about others?
48. Have you lied to yourself about yourself?

49. Has anyone ever said that you were bad?
50. Have you ever said that anyone else was bad?
51. Have others said bad things about others?
52. Have you ever said bad things about yourself?

53. Have you ever disagreed with society?
54. Has society ever disagreed with you?
55. Have others disagreed with society?
56. Have you disagreed with yourself because of society?

57. Have you ever counter postulated the intentions of a society?
58. Has society ever counter postulated your intentions?
59. Have others ever counter postulated the intentions of a society?
60. Have you counter postulated your intentions because of society?

61. Have you ever disagreed with a spouse
62. Have you ever caused another to disagree with a spouse?
63. Have others caused others spouses to disagree with others?
64. Have you caused yourself to disagree with a spouse?

65. Has anyone ever caused you an injustice?
66. Have you ever caused another an injustice?
67. Have others ever caused others an injustice?
68. Have you ever caused yourself an injustice?

69. Have you ever been lied to?
70. Have you ever lied to another?
71. Have others lied to others?
72. Have you lied to yourself about another?

73. Have you lied to yourself about others?
74. Have you lied to yourself about family?
75. Have you lied to yourself about groups?
76. Have you lied to yourself about mankind?
77. Have you lied to yourself about the animal kingdom?
78. Have you lied to yourself about the physical universe?
79. Have you lied to yourself about spiritual beings?
80. Have you lied to yourself about the supreme being?

81. Have you ever agreed with someone verbally but disagreed mentally?
82. Have you caused another to agree with someone verbally but disagree mentally?
83. Have others caused others to agree with others verbally but disagree mentally?
84. Have you caused yourself to agree with others verbally but disagree mentally?

85. Have you ever been falsely accused?
86. Have you ever falsely accused another?
87. Have others falsely accused others?
88. Have you ever caused yourself to be falsely accused?

89. Have you ever been falsely imprisoned by another?
90. Have you ever falsely imprisoned another?
91. Have others ever caused others to be falsely imprisoned?
92. Have you caused yourself to be imprisoned because of others?

93. Have you ever been falsely imprisoned?
94. Has another been falsely imprisoned?
95. Have others been falsely imprisoned?
96. Have you caused yourself to be falsely imprisoned?

97. Have you ever been wrong?
98. Has another ever been wrong?
99. Have others ever been wrong?
100. Have you caused yourself to be wrong?

101. Have you ever been forced into something?
102. Have you ever forced another into something?
103. Have others forced others into something?
104. Have you forced yourself into something?

105. Have you ever been forced into a situation?
106. Have you ever forced another into a situation?
107. Have others forced others into a situation?
108. Have you caused yourself to be forced into a situation?

109. Have you ever been deceived?
110. Have you ever deceived another?
111. Have others ever deceived others?
112. Have you caused yourself to be deceived?

113. Have you ever been manipulated?
114. Have you ever manipulated another?
115. Have others ever manipulated others?
116. Have you caused yourself to be manipulated ?

117. Have you ever been made to stay in a location you didn’t want to be in?
118. Have you ever caused another to stay in a location they didn’t want to be in?
119. Have others ever caused others to stay in a location they didn’t want to be in?
120. Have you ever caused yourself to stay in a location you didn’t want to be in?

121. Have you ever been made to move away from a location you wanted to stay in?
122. Have you ever caused another to move away from a location they wanted to stay in?
123. Have others ever caused others to move away from a location they wanted to stay in?
124. Have you ever caused yourself to move away from a location you wanted to stay in?

125. Have you ever been given a wrong purpose?
126. Have you ever given another a wrong purpose?
127. Have others ever given others a wrong purpose?
128. Have you ever given yourself a wrong purpose?

129. Have you ever had a false purpose
130. Have you ever caused another to have a false purpose?
131. Have others caused others to have a false purpose?
132. Have you ever caused yourself to have a false purpose?

133. Do you have a wrong purpose?
134. Does another have a wrong purpose?
135. Do others have a wrong purposes?
136. Are you causing yourself to have a wrong purpose?

137. Do you have any counter purposes?
138. Does another have any counter purposes?
139. Do others have any counter purposes?
140. Are you causing yourself any counter purposes?

141. Have you ever been told you had a false purpose?
142. Have you ever told another they had a false purpose?
143. Have others told others they have had false purposes?
144. Have you ever told yourself that you had a false purpose?

145. Do you have a failed purpose?
146. Does another have a failed purpose?
147. Do others have a failed purpose?
148. Have you caused yourself to have a failed purpose?

149. Have you ever been told you had a failed purpose?
150. Have you ever told another they had a failed purpose?
151. Have others told others they have had failed purposes?
152. Have you ever told yourself that you had a failed purpose?

153. Are you evil?
154. Is another evil?
155. Are others evil?
156. Are you causing yourself to be evil?

157. Have you ever been told you are evil?
158. Have you ever told another they were evil?
159. Have others told others they are evil?
160. Have you ever told yourself that you are evil?

161. Has anyone ever made you do anything evil?
162. Have you ever made anyone else do anything evil?
163. Have others ever made others do anything evil?
164. Have you ever made yourself do anything evil?

165. Has anyone ever said that you did anything evil?
166. Have you ever said anyone else did anything evil?
167. Have others ever said others did anything evil?
168. Have you ever made yourself say anything evil?

169. Have you been wronged?
170. Have you wronged another?
171. Have others wronged others?
172. Have you caused yourself to wronged?

173. Have you been given an evil purpose?
174. Have you given another an evil purpose?
175. Have others given others evil purposes?
176. Have you caused yourself to have an evil purpose?

177. Have you ever been told you had an evil purpose?
178. Have you ever told another they had an evil purpose?
179. Have others told others they have had an evil purposes?
180. Have you ever told yourself that you had an evil purpose?

181. Have you ever done anything wrong?
182. Has another ever done anything wrong?
183. Have others ever done anything wrong?
184. Have you ever caused yourself anything wrong?

185. Is it wrong to be wrong?
186. Is it wrong for another to be wrong?
187. Is it wrong for others to be wrong?
188. Is it wrong for you to cause yourself to be wrong?

189. Is it wrong to be right?
190. Is it wrong for another to be right?
191. Is it wrong for others to be right?
192. Is it wrong to cause yourself to be right?

193. Have you ever been expelled from a group?
194. Have you ever expelled another from a group?
195. Have others ever expelled others from a group?
196. Have you ever caused yourself to be expelled from a group?

197. Have you ever been forced to leave a group?
198. Have you ever forced another to leave a group?
199. Have others ever forced others to leave a group?
200. Have you ever forced yourself to leave a group?

201. Has anything ever happened too fast for you?
202. Have you ever caused anything to happen too fast?
203. Have others caused anything to happen too fast?
204. Have you caused yourself to have something happen too fast?

205. Has anything ever happened too slow for you?
206. Have you ever caused anything to happen too slow?
207. Have others caused anything to happen too slow?
208. Have you caused yourself to have something happen too slow?

209. Have you ever been given an arbitrary?
210. Have you ever given another an arbitrary?
211. Have others ever given others an arbitrary?
212. Have you caused yourself any arbitraries?

213. Have you been given an absolute?
214. Have you ever given another an absolute?
215. Have others ever given others an absolute?
216. Have you caused yourself any absolutes?

217. Have you ever been given a false law?
218. Have you ever given another a false law?
219. Have others ever given others any false laws?
220. Have you caused yourself any false laws?

221. Have you forgotten anything?
222. Have caused another to forget anything?
223. Have others caused others to forget anything?
224. Have caused yourself to forget anything?

THE EIGHTH DYNAMIC VIEWPOINT

Super Power Rundown Series 4

After the person has completed the condition below confusion by finding viewpoints, the eighth dynamic processes and the Ethics Repair List, one then has the person go back to the 8th dynamic process with the following commands:

1. Get the idea of your 8th dynamic assuming the viewpoint of the 8th dynamic.

2. Get the idea of another 8th dynamic assuming the viewpoint of the 8th dynamic.

3. Get the idea of other 8th dynamics assuming the viewpoint of the 8th dynamic.

4. Get the idea of you causing all 8th dynamics to assume the viewpoint of all 8th dynamics.

This now expands the persons viewpoint immensely and sets the person up for the final processes on the Super Power Rundown.

Remember to run each flow to F/N, Cog, VGIs. Only end the session in the event of a floating TA and for no other reason.

THE ACTUAL SUPER POWER PROCESS

Super Power Rundown Series 5

The final step of the Super Power Rundown is to give back to the person his full potential power as a being. All prior steps on the Super Power Rundown have been designed to get a person into a state wherein he is set up to regain his ability to handle infinite power. These processes are run just like any other process with full F/N, Cog VGIs as the EP. If the person goes exterior continue to run the processes. If there is a dial wide F/N continue to run the process. The only time you would end off the process or the session is if the person has a persistent floating TA.

At some point during the running of this series of processes the person will reach a state wherein they are speechless. They will laugh with wild abandon. Their TA will be floating! They will probably also be exterior and will be unable to communicate in words what they are experiencing. This is the end result of the Super Power Rundown. It is rare for this to occur prior to the running of the last flow of this series of processes, but if it occurs then acknowledge the win.

One thing the auditor must not do is interrupt the person while in the middle of this major win or during the laughter. Otherwise it will invalidate the win. The auditor simply maintains his TRs and lets the person have his win. Do not end the session until the laughter stops as this will also tend to invalidate the person and his win.

The laughter can go on for some time. Perhaps up to an hour. Be sure and just be there with the person during this win and not end the session until the laughter has subsided.

The following is the last series of processes one runs on the Super Power Rundown:

1. Get the idea that you have infinite power.
2. Get the idea that another has infinite power.
3. Get the idea that others have infinite power.
4. Get the idea that you can cause yourself to have infinite power.

5. Get the idea that you have been given infinite power.
6. Get the idea that another has been given infinite power.
7. Get the idea that others have been given infinite power.
8. Get the idea that you have caused yourself to be given infinite power.

9. Get the idea that you can give another infinite power.
10. Get the idea that another can give you infinite power.
11. Get the idea that others can give others infinite power.
12. Get the idea that you can cause yourself infinite power.

13. Get the idea that you are infinite.
14. Get the idea that another is infinite.
15. Get the idea that others are infinite.
16. Get the idea that you can cause yourself to be infinity.

Make sure to run only the reading process and check for interest. Do not run any process on the person in which he is not interested.